

Palladium Books® Presents:

Endless Dead™

Dead Reign® Sourcebook 3



By Kevin Siembieda and Matthew Clements

Warning!

Horror, Violence, Zombies & the Supernatural

The *fictional* world of **Dead Reign**® contains subject matter that deals with the supernatural, death cults, zombies, conspiracy theories, the paranormal, magic, war and extreme violence.

The setting is our modern world taken over by the walking dead – zombies. Hideous animated corpses that feed upon the living. The heroes are ordinary people who battle for their own survival and to reclaim the world from the dead. Human civilization has collapsed, our cities and towns are infested with zombies, madmen and cultists.

Some parents may find the subject matter, violence, magic and supernatural elements of the game inappropriate for young readers/players. Furthermore, the realistic manner in which the fictional horror material is presented *may* be disturbing for some young readers.

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Endless Dead™ is a sourcebook for the ***Dead Reign***® zombie role-playing game.

Dedication

To the many *Palladium Artists* and *Writers* who have stuck with us through thick and thin, and never gave up on us. You have helped Palladium survive a sort of apocalyptic period of its own. Thank you for facing the endless challenges that stood before us. Thank you for being friends and allies. May better times be ahead for us all.

– Kevin Siembieda, 2012

The cover, by *E.M. Gist*, depicts the fighting spirit of a survivor unwilling to give up, no matter the odds.

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Dead Reign® Sourcebook 3:

Endless Dead™

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– *Kevin Siembieda, 2012*

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THE ENDLESS

*“I have ridden across America from coast to coast
and seen much more horror than you or most.
Stay clear of the cities, I do so warn,
and weep for the little ones who now get born.
Where the living once played and went to bed,
their streets are now filled with the endless dead.”*

– Big Gus, *Road Reaper and One Damn Lousy Poet*

“I saw that inscription spray painted on the wall behind the statue of the *Spirit of Detroit*, downtown near the waterfront. You see all kinds of messages like that when you ride cross-country. Actually, Detroit had fewer masses of zombies than some places I’ve seen. The city of Detroit was a sprawling metropolis spread out to begin with. If my memory serves me right, the city covers something like 26x48 miles. Other than the downtown area, various college campuses and what I call ‘commercial zone pockets,’ most of the city is neighborhoods. And a lot of those neighborhoods had already fallen to urban blight so devastating that it had turned them into empty fields, open lots and abandoned houses long before the Wave. That meant many of the neighborhoods that had sparse populations (entire blocks with 2-8 occupied houses) were spared immediate destruction by the zombie hordes. That allowed people to fortify their homes and elude zombies, better than 95% of the cities. This has made Detroit a true anomaly with countless individual, inhabited homes standing like bunkers or isolated hideouts scattered across the city. I have spoken to more than one group of survivors entertaining the notion of turning parts of Detroit into survivor Safe Havens. I wouldn’t be surprised if it happened, too. Detroiters have a fighting spirit you don’t see that often, especially these days. I actually found the suburbs surrounding the city to be much more harrowing and crawling with zombies than Detroit itself. Of course, that rather isolates Detroit, which has its good points and bad. It’s a wild situation in the Motor City.

“It worries me that I hear people talk about the ‘endless dead’ and how humanity doesn’t stand a chance. I don’t believe that. I won’t believe it. You wouldn’t be the first to accuse me of being in denial or a fool. But I disagree. I’ve eaten dust across half this country and parts of Canada, and I’ve found people taking a stand everywhere I’ve gone. Hell, look at me. I have fought more zombies than I can count, and I’m still kicking. And the dead aren’t endless, there’s just a shit load of them. But we’re smarter. We’ll win this race in the long run. You need to believe that. I do.

– Brad Ashley, *Leader of the Road Reapers*

Zombie Amalgamations

New Zombie Abominations

Fast-Slow Zombie
Fused Zombie
Multi-Zombies
Parasite Juggernaut
Silent Sloucher
Spare-Parts Thinker
Twin Speedster Zombie
Walking Grave

“Nothing surprises me anymore. Be prepared for anything or die.”

– Nick ‘*The Brick*,’ *Road Reaper*

Zombie Amalgamations create new types of zombies by combining two or more together. This is never done deliberately by the zombies themselves (with the possible exception of the *Spare-Parts Thinker*), but rather as a matter of, often accidental, circumstance. An outside force or condition fuses two or more together to create something weird and dangerous in new ways.

Zombies don’t heal like living things. Instead, they regenerate; their wounds gradually growing together and broken bones fusing themselves into one. P.P.E. consumption can speed up this process, and enough P.P.E. can make intact zombies look almost human. In the course of their wanderings and human hunting, some zombies have parts of them shot off or torn from their bodies, or they become disfigured and melted by fire or exposure to dangerous chemicals. Whenever zombies are *pressed together* in tight, swarming masses, burned together, exposed to corrosive chemicals en masse, piled or pressed into a tight enclosure where they rot, or become stuck in fencing or wire, or curl up in the same dark corner when they go dormant, there is a chance two or more zombies may *fuse together* to create a single monster that is actually the amalgamation of several. This creates what is commonly known as **Fused Zombies** and **Multi-Zombies**.

Others may have been fused/melded together at the onset of the Zombie Apocalypse when the bodies of the dead were piled up like chopped wood or tossed into mass graves. In some cases, the piles of the dead were set on fire or dowsed with lye or other corrosive chemicals in an attempt to destroy the bodies and prevent disease as they rotted. Nobody expected the dead to rise and stalk the living. Thus, if the dead rose before the fire or chemicals



consumed them, their bodies may have melted and fused together, creating a Fused Zombie (see below) or Multi-Zombie and more horrific amalgamations.

There are many different variations of Multi-Zombies, depending on what types of zombies regenerated together. They all form in similar ways, however. Several dismembered or heavily damaged zombies are left in a pile or a single grave, or maybe washed together by a flood or smashed into a ball by a bulldozer. Sometimes they are burned by fire until the separate bodies melt together. As the zombies regenerate, their body parts grow into one another until the creatures have joined into one solid mass of flesh and bone. Depending on what types of zombies were in the pileup, almost any combination can be produced.

Fast-Slow Zombie

“The Push-Me, Pull-Me in the original Doctor Dolittle movie was cute. There’s nothing cute or sweet about these zombies. Take advantage of their awkwardness and run while you can. Better yet, pop one in the head to slow the other one down even more and get out. If you time it just right, you might slow down or cause a pile-up of an entire mob of zombies behind this less than dynamic duo.”

– Brad Ashley, *Leader of the Road Reapers*

The struggling battle of movement between the two halves of a Fast-Slow Zombie can be a comical sight. It is a *Fast Attack Zombie* linked to a slow moving zombie, like a Sloucher or Jugernaut. If the Fast Attack Zombie is bigger and more dominant, it tries to run, with the slow zombie stumbling behind it. In some cases, the fast zombie has to drag the other zombie behind it like a sack of grain or as if another person were holding on to it.

If the slow zombie is dominant, the speedster flails about wildly and may lean forward or try to leap or pull itself from the sluggish walking dead that is holding it back. Other times the two struggle to go anywhere, with one wanting to run off in one direction and the other shuffling off in another.

This *fused pair* of zombies always have an awkward gait and one or both may fall down on a frequent basis. Even on their bellies or backs, however, the pair are driven to kill and eat, and lash out to grab and pull down any living being that comes within reach. Since neither cooperates with the other, it can take 2D6 melee rounds (30 seconds to three minutes) for a fallen Fast-Slow Zombie to get back on its feet and moving. Of course, once prey is within arm’s reach, speed becomes less relevant as both are intent on killing and feasting. However, unlike the Twin Speedster Zombie (described elsewhere), and some other types of walking dead amalgamations, these two monsters seem to always be

struggling against each other, each wanting to go its separate way or to make the kill first.

Fast-Slow Zombie

Also Known As: Stumbler, Lopsided Runner and Turtle and the Hare.

Alignment: Considered Diabolic.

Attributes: I.Q. 1D4+2, M.E. 1D6+1, M.A. 1D4, P.S. 1D6+20, P.P. 1D6+3, P.E. 1D6+16, P.B. 1D6, Spd 1D6+9 when the Fast Attack Zombie is the dominant one, but only 1D6+2 when the “slow” zombie is dominant.

Hit Points: P.E. attribute number, but all Main Body S.D.C. must be depleted first before Hit Points can be affected. **Note:** See *S.D.C. by Location* and *Hit Points* in the **Dead Reign® RPG**, pages 36 and 37, for more details.

S.D.C. by Location of the *Fast Attack* Zombie:

- * Hands (3-4) – 1D6+4 each
- * Arms (3-4) – 1D8+6 each
- * Feet (3-4) – 1D6+4 each
- * Legs (3-4) – 2D6+6 each
- * Lower Jaw (2) – 1D6+3 each
- ** Neck (2) – 1D6+10 each
- ** Head (2) – 2D6+14 each
- *** Main Body – 3D6+26

Plus the Main Body S.D.C. of the other, Slow Zombie (2D6+30 S.D.C.; not quite the same amount as a “whole” individual zombie).

Note on Partial Kill: When one of the pair is killed/immobilized via destroying its head/brain, the surviving walking dead drags the remains around until it too is destroyed. If the Fast Attack Zombie is slain, the slow zombie drags its dead half along at a Spd of 1D4. If the slow zombie is slain, the fast one drags its other half at a Spd of 1D4+3. Since the two are now one, and zombies being what they are, if both halves are not killed, the dead half will come back to life within 24 hours after the surviving half feeds. However, it is even dumber (I.Q. 2) and slower (Spd 1D4) than ever.

Armor Rating: 14

Horror Factor: 15

P.P.E.: 2D4

Natural Abilities: Standard; see the **Dead Reign® RPG** for details.

Skills of Note: Climb 50%/40% and Escape Artist 40%.

Attacks per Melee: Six, usually by biting and hitting with fists.

Special Attacks: Grapple and Attack: With two pairs of arms, the Fast-Slow Zombie has more appendages with which to ensnare its opponents. Getting within melee attack range of this zombie is risking being caught up by the grabbing hands and biting mouths of two monsters. Roll to save vs entanglement

(need a 12 or higher to save). If the roll is failed, the character is within one or both of the zombies' grasps for 1D4 melee rounds and vulnerable to further attacks.

Damage (S.D.C./Hit Points):

Bite: 2D6 damage (and a chance of infection if the wound isn't treated shortly after receiving it). P.S. damage bonus does NOT apply to bite attacks.

Head Butt: 2D4 damage + P.S. damage bonus (if any).

Punch/Claw Attack: 1D6 damage + P.S. damage bonus (if any).

Power Punch: Not possible.

Kick Attack: 2D4 damage + P.S. damage bonus (if any), but ONLY for the Fast Attack Zombie.

Leap Kick (Power Kick): Not applicable.

Knockdown Attack/Push/Trip: A shoving attack that does 1D6 damage plus has a 01-70% likelihood of knocking an opponent off his feet. Victims of knockdown lose initiative and one melee attack.

Weapon: Rare, but sometimes a Fast-Slow Zombie may use a melee weapon or handheld object as a weapon to bludgeon/hit with.

Bonuses: +1 to strike, +2 to entangle; also see Natural Abilities.

Penalties: -4 on Perception Rolls, -2 to initiative, and -4 to dodge.

Vulnerabilities: The two halves of this amalgamation are always at odds with each other, making it slow and clumsy. As usual, the zombie is dumb, animalistic, easily tricked, can't swim, is a poor climber, and head shots, decapitation and fire kill, and severe cold reduces speed. Fear of fire holds them at bay and has a Horror Factor of 16 to zombies.

Fused Zombies

"Fused Zombies are ugly as sin and dangerous as hell. Do not take them lightly, keep your distance, and if you're looking to put an end to one, make sure you blow out the brains of each of those fused together SOB's."

– Brad Ashley, *Leader of the Road Reapers*

Fire is extremely destructive to zombies, yet can leave them "alive" even after inflicting horrible damage. Zombies are often pressed together in close quarters when they attack and sometimes become fused together by intense flame and heat. As they absorb P.P.E. and regenerate, they become locked or fused together permanently; two, three or four become one horrifying being.

Scorchers. The use of fire, even on a single zombie, melts and deforms their flesh and makes them deformed, stiffer and less mobile (reduce Spd by 10%). A pair of zombies fused together by fire are literally melted together like siamese twins conjoined by flame. The two (or several) now function as one, their burned flesh and melded bodies creating a strange and horrible monstrosity. While regeneration via feeding restores a zombie from signs of decay, the restored bodies of a Scorchers retain a melted flesh appearance. Fused together as they are, the so-called "Scorchers" have a limited range of movement, and tend to be slow and awkward, even slower than the average Sloucher. However, Scorchers, in effect, have three or four arms (more if several are fused together) with which to attack and two (or more) heads and hungry, animal-like minds working in tandem to kill their prey. A



person who finds himself in combat against a Scorchers may feel like he's battling an octopus, as the Fused Zombies work together toward the same goal: his murder. Since the two or more zombies fused into one are usually Slouchers to begin with, they may shamble around alone or with groups of other zombies.

Chained Zombies (also known as Tangled Zombies and Bound Zombies). The other prevalent type of Fused Zombie is created when two or three zombies are connected by some artificial means. They are not usually melted together or embedded within each other. Instead, a *physical object* links two or three zombies together. They could be impaled and held together by a piece of wood, a metal rod, large hook, or by a tangle of wire, rope, chain, vines, fishing line, netting, cyclone fencing, barbed wire, strips of plastic and similar material. Maybe one of the zombies was a police officer before being turned and was handcuffed to the zombie perpetrator. One way or another, these zombies are not coming apart, and go through the rest of their undead existence together unless the connection is hacked apart.

Whether fused by melted flesh or held together by a foreign object such as barbed wire, both Fused and Chained Zombies function as one. This is not a sign of intelligence nor teamwork, but the simple-minded nature of the walking dead. Just as zombies swarm to kill their prey, the Fused Zombies also attack the living so they may feed. As a result, they flail and strike out at the living in an attempt to grab and slay them, creating the illusion of double, triple or quadruple fused monstrosities working together. Likewise, the swarming instinct usually has Fused Zombies shuffling along in the same direction as if they were in a group, and they do not usually push and pull against one another. They do what comes naturally, which is to move forward in a group to surround and kill.

Fused Zombie

Also Known As: Scorchers, Burn-Outs and Chain Zombies.

Alignment: Considered Diabolic.

Attributes: I.Q. 1D4, M.E. 1D6, M.A. 1D4, P.S. 2D6+20, P.P. 1D4+1, P.E. 1D6+20, P.B. 2D4, Spd 1D4+4.

Hit Points: P.E. attribute number, but all Main Body S.D.C. must be depleted first before Hit Points can be affected. **Note:** See *S.D.C. by Location* and *Hit Points* in the **Dead Reign® RPG**, pages 36 and 37, for more details.

S.D.C. by Location:

- * Hands (3-6) – 1D6+4 each
- * Arms (3-6) – 1D8+6 each
- * Feet (2-6) – 1D6+4 each
- * Legs (2-6) – 2D6+6 each
- * Lower Jaw (1-3) – 1D6+3 each
- ** Neck (1-3) – 1D6+10 each
- ** Head (1-3) – 2D6+14 each
- *** Main Body – 4D6+20

Plus the Main Body S.D.C. of the other zombie(s) that comprise its body (3D6+20 S.D.C. each; not quite the same amount as a “whole” individual zombie).

Note on Partial Kill: When one of the 2-4 Fused Zombies is killed/immobilized via destroying its head/brain, the surviving walking dead drag the remains around until it/they too are destroyed. If one of three or four fused together zombies is killed, the rest drag the dead one along without any noticeable impediment. When half of the Fused Zombies are slain, reduce Spd to 1D4. Since the two (or more) are now one, and zombies being what they are, if *all* the heads/brains of the Fused Zombie are not killed, the dead ones will come back to life within 24 hours after the surviving member feeds. However, they are even dumber (I.Q. 1) and slower (Spd 1D4) than ever.

Armor Rating: 14

Horror Factor: 15

P.P.E.: 2D6

Natural Abilities: Standard; see the **Dead Reign® RPG** for details.

Skills of Note: Climb 25%/10%.

Attacks per Melee: Two +1D4 for each additional body fused together. They attack by biting and hitting with fists.

Special Attacks: Grapple and Attack: With its extra arms and heads, the Fused Zombie has many more appendages with which to ensnare its opponents. Getting within melee attack range of this zombie is risking being caught up by the grabbing hands and biting mouths of two or more zombies fused together. Roll to save vs entanglement (need a 12 or higher to save). If the roll fails, the character is within one or both of the zombies’ grasp for 1D6 melee rounds and vulnerable to further attacks from one or two of the Fused Zombies.

Damage (S.D.C./Hit Points):

Bite: 2D6 damage (and a chance of infection if the wound isn’t treated shortly after receiving it). P.S. damage bonus does NOT apply to bite attacks.

Head Butt: 2D4 damage + P.S. damage bonus (if any).

Punch/Claw Attack: 1D6 damage + P.S. damage bonus (if any).

Power Punch: Not possible.

Kick Attack: 2D4 damage + P.S. damage bonus (if any).

Weapon: Rare, but sometimes a Fused Zombie may use a melee weapon or handheld object as a weapon to bludgeon/hit with. Sometimes Fused Zombies that are connected by an embedded object like a pole or blade will attempt to use that object as a weapon, but are -3 to strike.

Note: Leap kicks, other kicks, body flips and martial arts attacks are NOT possible by Fused Zombies.

Bonuses: +4 to entangle +1 additional for each additional zombie body fused together; +2 to strike +1 additional for each additional zombie body fused together; also see Natural Abilities.

Penalties: -2 on Perception Rolls, -1 on initiative, -4 to dodge, cannot climb, and may not be able to fit through doorways.

Vulnerabilities: As usual, the zombie is dumb, animalistic, easily tricked, can’t swim, is a poor climber, and head shots, decapitation and fire kill, and severe cold reduces speed. Fear of fire holds them at bay and has a Horror Factor 16 to zombies.

Multi-Zombies

Multi-Zombies are absolutely terrifying, inhuman abominations with body parts sticking out at strange angles. Sometimes one smaller zombie becomes embedded inside a larger one, creating a monster trapped within itself. Most Multi-Zombies are slow, even compared to Slouchers, but they are zombie monsters with great strength, multiple limbs and superior toughness. Some Multi-Zombies and Fused Zombies also have multiple heads, so even completely destroying one of them won’t stop the overall creature.

And while Crawlers can fit into tiny spaces and most Slouchers are emaciated and thin, Multi-Zombies are often wide, ungainly amalgamations of body parts that have trouble fitting through doors and openings. Most Multi-Zombies will be stopped cold by windows, vent shafts, dense trees, small gaps in fences and other limited escape routes, and some cannot navigate stairs, but the



weird amalgamations can block such openings with their massive bodies, and can withstand two or more times the usual damage before going down.

Random Multi-Zombie Table:

01-25% Double Sloucher: A pair of Slouchers grown or tangled together is the most common type of Multi-Zombie. While they may not be as fast as normal Slouchers, Double Slouchers have three or four arms, two sets of snapping jaws, and twice the S.D.C. and Hit Points. Five attacks per melee round, +1 on Perception Rolls, +1 on initiative, +1 to strike, and +2 to entangle.

26-40% Triple Sloucher: Three Slouchers grown or tangled together. They will head out for the open road on all 4-6 legs (some may be fused together or missing), stumbling about looking for living prey. Mixed in with the rest of a zombie swarm, you might not even be able to tell that these bodies are fused together. 1D4+3 attacks per melee round, +2 on Perception Rolls, +1 on initiative, +2 to strike, +4 to entangle and +2 to the zombie's Horror Factor.

41-55% Octopus Sloucher: A pair of Slouchers and the limbs of 4-6 other zombies have fused together, giving the Octopus Sloucher 1D6+4 additional arms and hands. The other zombies may have been Crawlers or there was just so little left of them that only their arms and hands are a recognizable part of the Octopus Sloucher. Three attacks per melee +1 per each extra arm and hand, +2 on initiative, +3 to strike, +5 to entangle, and +2 to the zombie's Horror Factor. Counts as one zombie with a bonus of 2D6+20 S.D.C.

56-70% Hydra Sloucher: The pieces of 4-8 zombies have fused into a hulking Sloucher with 3-4 legs, 1D4+1 arms and 1D4+4 heads! Half of the heads protrude from the one or two chests of the Hydra Sloucher, while the rest may be sunken into

the chest, back, shoulders or belly of the monstrosity. It is a gruesome sight to behold. Six attacks per melee from punch/claw attacks and/or bite attacks, +4 on Perception Rolls, +2 on initiative, +2 to strike, and +4 to the zombie's Horror Factor. Counts as one zombie with a bonus of 2D6+30 S.D.C.

71-85% Multi-Crawler: 1D6+2 Crawlers, Trash Crawlers or Sewer Crawlers have combined together into one horrifying mass of torsos and limbs. Six attacks per melee from punch/claw attacks and/or bite attacks, +2 on Perception Rolls, +2 on initiative, +3 to strike, and +2 to the zombie's Horror Factor. Can engage as many as three attackers at a time, but with only 2 attacks per melee directed at each.

86-00% Sloucher and Crawler Combo: 1D4 Crawlers of any type that have become attached to a Sloucher or Juggernaut (once in a while this happens to a Fast Attack Zombie, Thinker or Mock Zombie). This multi-zombie is top-heavy and awkward looking. It moves at the speed of a Sloucher, but has extra sets of arms, heads and upper torso coming out of the trunk of the Sloucher; front and back, or at least extra faces protruding from the Sloucher. Five attacks per melee from punch/claw attacks and/or bite attacks, +2 on Perception Rolls, +1 on initiative, +4 to strike, and +3 to the zombie's Horror Factor. Can engage as many as two attackers at a time, but with only three attacks per melee directed at each.

Multi-Zombie

Also Known As: Patchwork Zombies and Cluster Zombies.

Alignment: Considered Diabolic.

Attributes: I.Q. 1D4, M.E. 1D6, M.A. 1D4, P.S. 2D6+20, P.P. 1D4+1, P.E. 1D6+18, P.B. 1D6, Spd 1D4+4.

Hit Points: P.E. attribute number, but all Main Body S.D.C. must be depleted first before Hit Points can be affected. **Note:** See *S.D.C. by Location* and *Hit Points* in the **Dead Reign® RPG**, pages 36 and 37, for more details.

S.D.C. by Location:

- * Hands (2-6) – 1D6+4 each
- * Arms (2-6) – 1D8+6 each
- * Feet (2-4) – 1D6+4 each
- * Legs (2-4) – 2D6+6 each
- * Lower Jaw (1-3) – 1D6+3 each
- ** Neck (1-3) – 1D6+10 each
- ** Head (1-3) – 2D6+14 each
- *** Main Body – 2D6+22

Plus the S.D.C. of the other zombie(s) that comprise its body, or as described above under the specific types.

Note on Partial Kill: When one of the two or more Multi-Zombies is killed/immobilized via destroying its head/brain, the surviving walking dead drag the remains around until it/they too are destroyed. If one of several fused together zombies is killed, the rest drag the dead one along without any noticeable impediment. When half the Multi-Zombies are slain, reduce Spd to 1D4. Since the many are now one, and zombies being what they are, if *all* the heads/brains of the zombie are not killed, the dead ones will come back to life within 24 hours after a surviving member feeds. However, they are even dumber (I.Q. 1) and slower (Spd 1D4) than ever.

Armor Rating: 14

Horror Factor: 13 (plus possible bonuses as listed per specific types).

P.P.E.: 2D4

Natural Abilities: Standard; see the **Dead Reign® RPG** for details.

Skills of Note: See the Multi-Zombie Type Table above.

Attacks per Melee: Four, usually by biting and hitting with fists.

Special Attacks: Those with multiple arms will have extra attacks and bonuses as listed under each type of Multi-Zombie. Combatants grabbed by the Multi-Zombie must roll to save vs entanglement (needs a 12 or higher to save). If the roll fails, the character is within the reach of several grasping and pummeling hands, and is likely to be held for 1D6+1 melee rounds and vulnerable to further attacks.

Damage (S.D.C./Hit Points):

Bite: 2D6 damage (and a chance of infection if the wound isn't treated shortly after receiving it). P.S. damage bonus does NOT apply to bite attacks.

Head Butt: 2D4 damage + P.S. damage bonus (if any).

Punch/Claw Attack: 1D6 damage + P.S. damage bonus (if any).

Power Punch: Not possible.

Kick Attack: 2D4 damage + P.S. damage bonus (if any).

Weapon: Rare, but sometimes a Multi-Zombie may use a melee weapon or handheld object as a weapon to bludgeon/hit with.

Note: Leap kicks, other kicks, body flips and martial arts attacks are NOT possible by Multi-Zombies.

Bonuses: As per type, described above. Also see Natural Abilities.

Penalties: Reduce Spd by half.

Vulnerabilities: Dumb, animalistic, easily tricked, slow moving, can't swim, poor climbers, and head shots, decapitation and fire kill, and severe cold reduces speed. Fear of fire holds them at bay; Horror Factor 16.

Parasite Juggernaut

A Juggernaut zombie is always a big, bulky zombie, be it morbidly obese, big and muscular (was a football player, wrestler, bodybuilder in life), or a blend of two zombies except while the zombie has the bulk of two people, the one has been completely absorbed and it simply looks like one big Juggernaut. However, the Parasite Juggernaut is something more terrifying: The Juggernaut has become the host to 1D4 smaller zombies, typically Crawlers (half-zombies) or zombies of children, melded together with the much larger Juggernaut zombie (big and muscular, big and tall, big and obese). This can occur as a result of fire or toxic chemicals that melt and fuse skin, but more often than not, a *Parasite Juggernaut*, also known as "Big and Smalls," is created when 1-4 Crawlers or zombie children burrow into the flesh of the large zombie. The large zombie barely notices the small hitchhiker(s) and doesn't care. Over time, as the Juggernaut and its hitchhikers feed upon the shared P.P.E. of the living, their bodies are rejuvenated to some degree and in the process become welded together. This weird amalgamation creates repulsive and frightening horror shows that can turn the stomach of even the most seasoned Survivor or Zombie Hunter.

Depending on circumstances and the size of the Juggernaut and the smaller parasitic zombies, the large one may appear to have one or several smaller bodies and heads growing out of its chest, stomach, back or shoulders. In many cases, these small

bodies seem to be growing out of the big zombie, complete with extra pairs of arms and hands and snarling heads. Of course, heavily damaged Crawlers may be little more than a head or even a skull attached to a spinal cord creating a different, but equally horrifying monstrosity. As a rule, the half zombie (Crawler) or small zombie is fused to the Juggernaut at its waist and hangs away from its larger host zombie. Swaying and clawing with its hands, the smaller parasite(s) looks as if it is a second (or third or fourth) half-formed body growing out of a larger zombie. In other cases, the small half-zombie sticks out from the side or the back of the large zombie or is attached somewhere else on its massive body (belly, hip, shoulder, chest, etc.), resembling a papoose carried by its mother. Sometimes the parasitic zombie is not a Crawler, but simply a small walking dead who becomes melded to the Juggernaut. And in some instances, the much larger Juggernaut carries these smaller zombies, their legs dangling like a puppet or braced as if they are about to jump off, but cannot.

For reasons unknown, the small parasitic zombies are more feral and aggressive when attached to a Juggernaut; their arms reaching out and jaws snapping at anything that passes by. Thanks to the Juggernaut's large size and weight, the mass of the extra zombies does not slow it down. In fact, the parasite zombie(s) can be an asset, functioning as extra pairs of eyes and ears to spot prey or an approaching Zombie Hunter, causing them to hiss, growl and moan to alert the big one to the presence of prey or danger. In combat, the smaller zombies lash out whenever they can and moan the entire time, attracting more zombies to the fray even if their Juggernaut host is beheaded or otherwise prevented from unleashing the zombie moan itself.

Parasite Juggernaut

Note: This common name is something of a misnomer as the Juggernaut is not the parasite. The half-zombies attached to it are the parasites who use the large zombie as their host and legs. This symbiotic relationship helps them to survive and win fights. Regardless, the name has stuck.

Also Known As: Big and Smalls, Parasite Zombies and Zom-mom.

Alignment: Considered Diabolic.

Attributes: I.Q. 1D4, M.E. 1D6, M.A. 1D4, P.S. 2D6+24, P.P. 1D6, P.E. 1D6+18, P.B. 1D6, Spd 1D4+6.

Hit Points: P.E. attribute number, but all Main Body S.D.C. must be depleted first before Hit Points can be affected. **Note:** See *S.D.C. by Location* and *Hit Points* in the **Dead Reign® RPG**, pages 36 and 37, for more details.

S.D.C. by Location:

* Juggernaut Hands – 1D6+6 each

* Parasite Zombie Hands – 1D6+4 each

* Juggernaut Arms – 2D6+8 each

* Parasite Zombie Arms – 1D8+6 each

* Feet (2) – 1D6+6 each

* Legs (2) – 2D6+12 each

* Lower Jaw – 1D6+5

** Neck – 2D6+14

** Head – 2D6+20

*** Main Body – 6D6+46

**** Parasite Zombie: Head – 2D6+14

**** Parasite Zombies (half body): Main Body – 1D6+24 each (not quite the same amount as a "whole" individual Crawler).



**** Depleting the S.D.C. of a Parasite's main body or destroying its head will essentially destroy the creature, leaving it unable to attack or interact with the environment, even if it is still "alive" enough to regenerate.

Number of Small, Parasite Zombies: 1D6+3, each with two attacks per melee round.

Note on Partial Kill: When a Parasite Zombie is slain via destroying its head/brains, the surviving Juggernaut carries the remains around until it too is destroyed. If the Juggernaut is left alive, it carries the dead parasites along without any noticeable impediment. Since the Juggernaut is the main force, if it lives, 1D4 parasites will regenerate and come back to life within 24 hours after each feeding by the Juggernaut. However, they are dumber (I.Q. 1) than ever.

If the *Juggernaut* host body is slain by destroying its brain/head, it drops to the ground as a lump of rotting flesh and does NOT regenerate. The smaller parasitic zombies remain alive but anchored to the host body and will fight to the death, provided they can reach the living. Unless they too are destroyed, the parasites claw and chew themselves free from their dead host within 1D4 hours and continue to live and hunt as *Crawlers* or little zombies until a new host can be found.

Note: Nobody knows why, but after one *Crawler* or little zombie becomes a parasite attached to a *Juggernaut*, 1-3 (sometimes more) other *Crawlers* or small zombies (often children, petite females and little people) follow its lead and also attach themselves to the *Juggernaut* as parasites. This may have something to do with the zombies' swarming instinct, but not even *Zombie Researchers* have determined why this

happens. Thus, a *Juggernaut* may become host to one, two or several little or half zombies. (Roll 1D4 for random determination, though sometimes there are as many as 10!) Furthermore, once a *Crawler* or small zombie has become a parasite, burrowing into the flesh of a large zombie and melding with it, the parasitic zombies will seek out a new host should it lose its present one. Parasite Zombies are even more gruesome and unnatural than other zombie, especially if the small parasites are children zombies.

Armor Rating: 15 for the *Juggernaut*. 13 for each small Parasite Zombie.

Horror Factor: 16

P.P.E.: 2D6

Natural Abilities: Standard; see the *Dead Reign® RPG* for details.

Skills of Note: Climb 30%/15%.

Attacks per Melee: Four for the *Juggernaut*, +2 for each of the small parasites attached to it, provided they can reach the target. They all attack by biting and hitting with fists.

Combat Bonuses per EACH Small parasite: +1 on Perception Rolls, +2 to strike, +3 to entangle, and it is difficult to approach the amalgamation without being seen by one of the parasites.

Special Attacks:

Grapple and Attack: With extra arms and legs, a Parasite *Juggernaut* has additional appendages with which to ensnare and bite at living prey and opponents. Getting within melee attack

range of this zombie is risking being caught up by the grabbing hands and biting mouths of the Crawler parasites. Roll to save vs entanglement (12 or higher). If the roll is failed, the character is within the zombie's grasp for 1D4 melee rounds and vulnerable to further attacks.

Vise Grip: The grip of a Juggernaut is like getting caught in a vice and requires a combined P.S. that is 30% greater than the zombie's own P.S. (usually 26-36) to break free or pry loose.

Bear Hug: This is even harder to break free from than the Juggernaut's Vise Grip. It requires a combined P.S. that is 50% greater than the zombie's P.S. (usually 26-36) to break free or pry loose from. Furthermore, a crush/squeeze attack (counts as one of the zombie's melee attacks) does 2D6 damage + P.S. damage bonus at half the usual amount (e.g. a P.S. damage bonus of 11 does 6 points of damage in a crush/squeeze attack). The victim is likely to have one or both arms free and can continue to fight as best he can.

Body Block/Ram: A low speed ram attack in which the weight of the Juggernaut's body mass and muscle is shoved into its opponent. Damage is 2D4 + P.S. damage bonus, but there is also a 55% chance the character under attack is knocked off his or her feet. Victims who are knocked down lose initiative and one melee attack as they scramble to right themselves. Also vulnerable to Body Flop/Pounce Attacks.

Body Flop/Pounce Attack: Juggernauts instinctively drop down on any living victim that is in a prone position (e.g. knocked down on the ground, lying on the ground, etc.). The massive zombie has no bonus to strike (Natural die roll) and has to use two melee attacks to get back on its feet when it misses. However, if the attack was a success, the victim is caught in a zombie bear hug, arms are pinned, cannot fight back and is slowly crushed unless freed or the zombie is killed!

Damage (S.D.C./Hit Points):

Bite: 2D6 damage (and a chance of infection if the wound isn't treated shortly after receiving it). P.S. damage bonus does NOT apply to bite attacks.

Head Butt: 2D4 damage + P.S. damage bonus (if any).

Punch/Claw Attack: 1D6 damage + P.S. damage bonus (if any).

Power Punch: Not possible.

Kick Attack: 2D4 damage + P.S. damage bonus (if any).

Weapon: Rare, but sometimes a Juggernaut or Parasite may use a melee weapon or handheld object as a weapon to bludgeon/hit with.

Note: Leap kicks, other kicks, body flips and martial arts attacks are NOT possible by Parasite Juggernauts.

Bonuses: +2 to strike and +3 to entangle; also see Natural Abilities.

Penalties: -2 to initiative and -7 on Perception Rolls.

Vulnerabilities: Dumb, animalistic, easily tricked, slow moving, can't swim, poor climbers, and head shots, decapitation and fire kill, and severe cold reduces speed. Fear of fire holds them at bay (fire has a Horror Factor of 16).

Silent Slouchers

"Silent Slouchers give me the creeps. It is the silent ones that will catch you off guard more often than any others. Plus it's just plain spooky to be fighting a zombie that doesn't hiss, grumble or moan. I hate the damned things."

— Brad Ashley, *Leader of the Road Reapers*

One of the most frightening abilities of zombies is the *Zombie Moan*, the supernatural call they use to summon other zombies to swarm and feed. A side effect of the moan, however, is that zombies continually make soft grunts, moans, whimpers, growls and grumbles as they hunt and move about. This, and their shuffling, awkward gait, means the average zombie is not a silent or stealthy predator.

Certain zombies, however, are formed without the ability to moan. Some have their throats or vocal cords ripped out or rotted away, or their lower jaw is missing, but others seem perfectly normal for a zombie. Some zombies without throats or working vocal cords can still perform the *Zombie Moan*, leading Researchers to conclude that the moan is a supernatural call instead of an actual physical action, so it is a mystery why some zombies cannot moan.

One might think that a zombie that cannot call out to its fellows is much less dangerous than your average Sloucher. In some ways, this is correct. Without the moan, the zombie is on its own, and much of a zombie's effectiveness comes from being part of a large horde or swarm. Virtually every Survivor, however, and Soldiers, Road Reapers and Zombie Hunters especially, have learned to key-in on the sound of zombies. Psychologically, they are attuned to the presence of shuffling feet and items being knocked aside, but most of all, to the small, continuous noises that zombies tend to make. Without that telltale background noise, many people will assume they are safe. This gives Silent Slouchers an interesting advantage over the other zombie types. While they are on their own, they also hunt silently, and a dormant Silent Sloucher can appear seemingly from nowhere, even within areas that are thought to be secure. They also seem to be a bit more stealthy than their counterparts.

Silent Sloucher

Also Known As: Mute Zombies, Quiet Zombies and No-Moaners.

Alignment: Considered Diabolic.

Attributes: I.Q. 1D4, M.E. 1D6, M.A. 1D4, P.S. 2D6+18, P.P. 1D6+1, P.E. 1D6+15, P.B. 2D4, Spd 1D4+6.

Hit Points: P.E. attribute number, but all Main Body S.D.C. must be depleted first before Hit Points can be affected. **Note:** See *S.D.C. by Location* and *Hit Points* in the **Dead Reign® RPG**, pages 36 and 37, for more details.

S.D.C. by Location:

- * Hands (2) – 1D6+4 each
- * Arms (2) – 1D8+6 each
- * Feet (2) – 1D6+4 each
- * Legs (2) – 2D6+6 each
- * Lower Jaw – 1D6+3
- ** Neck – 1D6+10
- ** Head – 2D6+14
- *** Main Body – 3D6+30



Armor Rating: 14

Horror Factor: 13

P.P.E.: 1D4

Natural Abilities: Standard; see the **Dead Reign®** RPG for details.

Skills of Note: Climb 35%/20% and Prowl 45%.

Attacks per Melee: Three, usually by biting and hitting with fists.

Damage (S.D.C./Hit Points):

Bite: 2D6 damage (and a chance of infection if the wound isn't treated shortly after receiving it). P.S. damage bonus does NOT apply to bite attacks.

Head Butt: 2D4 damage + P.S. damage bonus (if any).

Punch/Claw Attack: 1D6 damage + P.S. damage bonus (if any).

Power Punch: Not possible.

Kick Attack: 2D4 damage + P.S. damage bonus (if any).

Weapon: Rare, but sometimes a Silent Sloucher may use a melee weapon or handheld object as a weapon to bludgeon/hit with.

Note: Leap kicks, other kicks, body flips and martial arts attacks are NOT possible by Silent Slouchers.

Bonuses: +2 to strike; also see Natural Abilities.

Penalties: -2 to initiative and -7 on Perception Rolls.

Vulnerabilities: Dumb, animalistic, easily tricked, slow moving, can't swim, poor climbers, and head shots, decapitation and fire kill, and severe cold reduces speed. Fear of fire holds them at bay; Horror Factor 16.

Spare-Parts Thinker

"Thinkers and Mock Zombies are dangerous enough just by the very fact that they are intelligent and can figure things out for themselves. So I guess I'm not surprised that some learn from each other and have started to use weapons and armor. Not the way you would expect, of course.

These Spare-Parts Zombies stick blades and sharp pieces of metal through their arms and hands, and even in their bodies, in addition to wearing helmets to protect their heads and wearing or hanging bits and pieces of armor on their bodies. It's like fighting some kind of monster cyborg. I say the Thinkers and smart zombies learn from each other, because I never saw such a thing early on, but lately, I've seen more and more of these damn Junkyard Zombies."

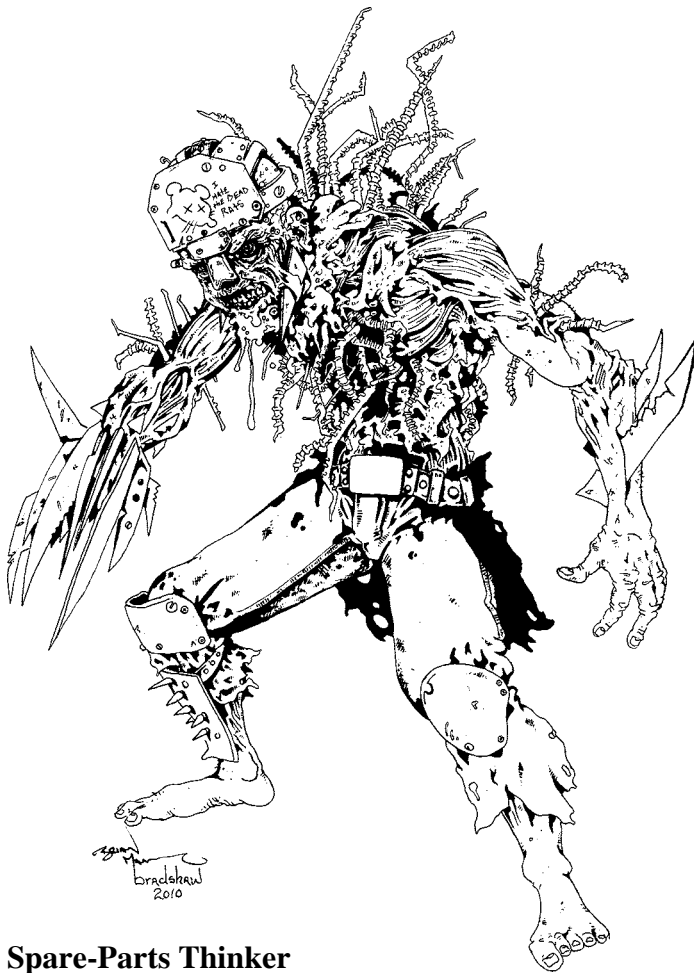
— Brad Ashley, *Leader of the Road Reapers*

There are two types of Spare-Parts Zombies. The most common are those described by Brad Ashley. They deliberately shove blades, spikes and pieces of jagged metal into their arms, hands and bodies as imbedded weapons and armored protection. Such Junkyard Zombies or Metal Zombies add to their gruesome appearance and effectiveness in combat by having physical weapons and armor, in effect, imbedded right into them. They have also learned to use these foreign objects to better fight, kill and defend against incoming attacks (parry and disarm).

The other type of Spare-Parts Thinker adds extra arms and hands, sometimes legs, to make them more threatening and capable fighters. The extra arms are limbs that have been torn or chopped off other zombies, who naturally, just shuffle away unphased. The Thinkers and other smart zombies, however, have learned they can rip or slice an opening into their own body and push in or tie the additional body part to themselves. Zombie flesh connected to zombie flesh continues to function, and after a feeding and regeneration, the attached limb merges to the zom-

bie's body as if the limb were always his. Such additional body parts include hands, hands and arms, and sometimes an extra leg or two; never an extra head. Hands and arms are usually attached to the existing arm, shoulder, rib cage, chest or back. The zombie whose body they are imbedded in controls them as if they were his natural limbs. This can also sometimes happen to Thinkers and dull-witted zombies by accident. Unlike Multi-Zombies, Spare-Parts Zombies do not have to fight for dominance, and automatically control all of their extra "parts" and have no trouble coordinating their movements. Thinkers and other smart zombies are bright enough to accommodate for the twisted shape and extra weight.

An estimated 25% of Thinkers are Junkyard Zombies with metal parts (only 5% of other smart zombies) and 20% of Thinkers are Frankensteins with additional limbs (5% of other smart zombies). An estimated 2% of dull-witted zombies of all kinds are Spare-Parts Zombies who became that way by accident.



Spare-Parts Thinker

Note: Despite the name, a Spare-Parts Zombie can be any "smart" zombie, including Impersonators, Mock Zombies, and others, not just Thinkers.

Also Known As: Spare-Parts Zombie, Frankensteins, and Junkyard Zombies.

Alignment: Considered Diabolic.

Attributes: I.Q. 1D4+8, M.E. 1D4+8, M.A. 1D4+6, P.S. 2D6+18, P.P. 1D6+2, P.E. 1D6+16, P.B. 1D4, Spd 1D4+6.

Hit Points: P.E. attribute number, but all Main Body S.D.C. must be depleted first before Hit Points can be affected. **Note:** See *S.D.C. by Location* and *Hit Points* in the **Dead Reign® RPG** for more details.

S.D.C. by Location:

- * Hands (2-4) – 1D6+6 each
- * Arms (2-4) – 1D8+8 each
- * Feet (2-4) – 1D6+6 each
- * Legs (2-4) – 2D6+10 each
- * Lower Jaw – 1D6+6
- ** Neck – 1D6+12
- ** Head – 2D6+16 (1D4x10+30 when wearing a helmet).
- *** Main Body – 6D6+30 (including patches of armor).

Weapons Note: +2D4x10 S.D.C. for hands and/or arms replaced with metal pieces, 1D4x10 S.D.C. for most small, knife and machete size and types of weapons/pieces that may be imbedded in the arm and hands; 2D4x10 for large, sword-sized weapons/pieces, and 2D6x10 S.D.C. for thick, heavy/dense metal pieces. Helmets have 1D4x10+30 S.D.C.

Armor Rating: 16

Horror Factor: 15

P.P.E.: 2D6

Special Abilities of the Spare-Parts Thinker: See page 48 of the **Dead Reign® RPG** for details on the Thinker's special abilities, including the power to reason, use simple weapons and communicate with other zombies.

Natural Abilities: Standard; see the **Dead Reign® RPG** for details.

Skills of Note: Climb 40%/25%, Detect Ambush 45%, Detect Concealment 35%, Land Navigation 58%, Language: Native Tongue (understand only) 50%, Prowl 40%, Tailing 50% and Tracking (people) 50%.

Attacks per Melee: Four, using imbedded weapons, biting and hitting with fists.

Damage (S.D.C./Hit Points):

Bite: 2D6 damage (and a chance of infection if the wound isn't treated shortly after receiving it). P.S. damage bonus does NOT apply to bite attacks.

Head Butt: 2D4 damage + P.S. damage bonus (if any).

Punch/Claw Attack: 1D6 damage + P.S. damage bonus (if any).

Power Punch: Not possible.

Kick Attack: 2D4 damage + P.S. damage bonus (if any).

Weapon: Rare, but sometimes a Thinker may use a melee weapon or handheld object as a weapon to bludgeon/hit with.

Note: Leap kicks, other kicks, body flips and martial arts attacks are NOT possible by Spare-Parts Thinkers.

Bonuses: +2 on Perception Rolls, +2 on initiative, +2 to strike, +3 to parry, +2 to disarm, +1 pull punch and +2 to roll with impact; also see Natural Abilities.

Penalties: -2 to strike with long-range weapons. Thinkers can fire guns and other long-range weapons with a penalty of -2 to strike, but rarely use them. Even Thinkers do not know, and cannot figure out how to reload a gun, or recharge/refuel tools and devices, and may even try to use them a few times before realizing they are out of fuel/ammunition and abandon them.

Vulnerabilities: The Usual: Slow moving, can't swim and poor climber. Head shots, decapitation and fire kill, and severe cold reduces speed. Fear of fire is as strong in a Thinker as any zombie and holds them at bay; Horror Factor 16. Plus: Thinkers have only the most rudimentary powers of reason and the ability to recognize patterns, figure out puzzles and formulate simple ideas. They cannot read or talk, but some exhibit a sardonic sense of humor and irony and bits of personality.



Twin Speedster Zombies

“You might laugh when you first see this pair, but there is nothing funny about them. If you can’t put a bullet in their brain immediately, blow out a kneecap to slow them down. Because Twin Speedster Zombies are more aggressive and murderous than a pair of Fast Attack Zombies. I don’t know why, but they are. Trust me on this.”

– Brad Ashley, *Leader of the Road Reapers*

An almost comical combination until it is on your heels chasing you down or leaping on top of you is a Twin Speedster Zombie – two *Fast Attack Zombies* fused or bound together in some manner. Both run in a loping, herky-jerky manner, reminiscent of contestants in a three-legged race. While you would think this would slow the creature down, it does not; in fact, it increases their speed and they like to leap and pounce. Worse, Twin Speedster Zombies are more aggressive than Fast Attack Zombies and immediately go for the kill. Another tactic of these freaks is to run at full tilt and for one to grab a lamppost, both lifting their feet and spinning around the post so the other can grab living prey. This move is also used to change direction fast, turn around fast, or to perform a spinning leap.

When a human is locked in combat with a Twin Speedster, it is like battling a pair of zombies. Twin Speedster Zombies fight in tandem and in cooperation with each other. One will try to

block attacks aimed at the other as well as grab and hold or pin an opponent while its twin goes for the kill. Depending on how the twosome are bound together – usually at the leg, hip or shoulder – opponents face 2-4 flailing fists and claws and two biting mouths.

Twin Speedster Zombie

Also Known As: Siamese Zombie, Combo-Zombie, Double-Fast, Fused Runners, and just Speedsters.

Alignment: Considered Diabolic.

Attributes: I.Q. 1D4+3, M.E. 1D6+1, M.A. 1D4, P.S. 1D6+20, P.P. 1D6+3, P.E. 1D6+16, P.B. 1D6, Spd 2D6+18.

Note: Though called “Twin Zombies,” and the two are equally fast, share the same set of attributes and work in tandem, the two “twins” can look completely different. They may be the same gender or male and female.

Hit Points: P.E. attribute number, but all Main Body S.D.C. must be depleted first before Hit Points can be affected. **Note:** See *S.D.C. by Location* and *Hit Points* in the **Dead Reign® RPG**, pages 36 and 37, for more details.

S.D.C. by Location:

- * Hands (2-4) – 1D6+4 each
- * Arms (2-4) – 1D8+6 each
- * Feet (3-4) – 1D6+4 each
- * Legs (3-4) – 2D6+6 each
- * Lower Jaw (1-2) – 1D6+3 each
- ** Neck (2) – 1D6+10 each
- ** Head (2) – 2D6+14 each

*** Main Body – 4D6+20

Plus the Main Body S.D.C. of the other zombie (4D6+20 S.D.C. each; not quite the same amount as a “whole” individual zombie).

Note on Partial Kill: When one of the twins is killed via destroying its head/brain, the surviving walking dead drags the remains around until it too is destroyed. Until then, reduce Spd by half. Since the two are now one, and zombies being what they are, if the heads/brains of both twins are not destroyed, the dead one will come back to life within 24 hours after the surviving member feeds. However, *both* are less sharp than before (I.Q. 1D4+1), a bit slower (-1D4 to Spd) and reduce the combat bonuses (-1 to each).

Armor Rating: 14

Horror Factor: 15

P.P.E.: 2D4

Natural Abilities: Standard; see the **Dead Reign® RPG** for details.

Skills of Note: Climb 50%/40% and Escape Artist 40%.

Attacks per Melee: Six total. Each of the twins has three attacks, usually by biting and hitting with fists.

Special Attacks:

Grapple and Attack: With two pairs of arms, the Twin Speedster Zombie has an extra number of appendages with which to ensnare its opponents. Getting within melee attack range of this zombie is risking being caught up by the grabbing hands and biting mouths of two monsters. Roll to save vs entanglement (need a 12 or higher to save). If the roll is failed, the character is within one or both of the zombies’ grasps for 1D4 melee rounds and vulnerable to further attacks. **Note:** When one of the twins has a victim pinned or held, the other is +2 to strike; this is in addition to its usual strike bonus listed below. **Pounce Attack:** Being leaped upon by the twins does 1D4 damage (P.S. does not apply) and there is a 01-60% chance of knockdown (victim of knockdown loses initiative and one melee attack) and a 01-40% chance of being pinned, but only if the knockdown portion of the pounce was successful. If the victim has been knocked down flat on his back *and pinned*, the zombie can hold him in place until other zombies arrive to converge and kill, or it can attack using head butts and bites, as well as pummeling with one of the other hands (two arms must be used to hold the victim down and pinned). The victim can try to roll away or push the zombie off, but each attempt counts as two melee attacks and the human must roll an 18, 19 or 20 to successfully escape. This maneuver is considered a type of parry move and bonuses to parry apply. Of course, other people can attack the twin zombie to knock or pull it off the trapped individual. **Note:** When one of the twins has a victim pinned, the other is +2 to strike (this is in addition to its usual strike bonus listed below).

Speed Bonus: Somehow, being attached at the hip or by the legs or shoulders, makes the two Fast Attack Zombies faster and quicker to strike. See bonuses for increased reaction time and the Spd attribute for the increased Spd.

Damage (S.D.C./Hit Points):

Bite: 2D6 damage (and a chance of infection if the wound isn’t treated shortly after receiving it). P.S. damage bonus does NOT apply to bite attacks.

Head Butt: 2D4 damage + P.S. damage bonus (if any).

Punch/Claw Attack: 1D6 damage + P.S. damage bonus (if any).

Power Punch: Does double damage as per Supernatural P.S., but counts as two melee attacks.

Kick Attack: 2D4 damage + P.S. damage bonus (if any).

Leap Kick (Power Kick): 3D8 damage +P.S. damage bonus (if any), but counts as two melee attacks.

Knockdown Attack/Push/Trip: A shoving attack that does 1D6 damage plus has a 01-70% likelihood of knocking an opponent off his feet. Victims of knockdown lose initiative and one melee attack.

Weapon: Rare, but sometimes a Twin Speedster Zombie may use a melee weapon or handheld object as a weapon to bludgeon/hit with.

Bonuses: +2 on initiative, +3 to strike, +2 to parry, +2 to dodge, +1 to disarm, +3 to entangle, +3 to roll with impact; also see Natural Abilities for other abilities and Spd bonus in the **Dead Reign® RPG** for details. **Note:** When one Fast Attack Zombie has a victim pinned, the other is +2 to strike (this is in addition to its usual strike bonus listed below).

Penalties: -3 on Perception Rolls.

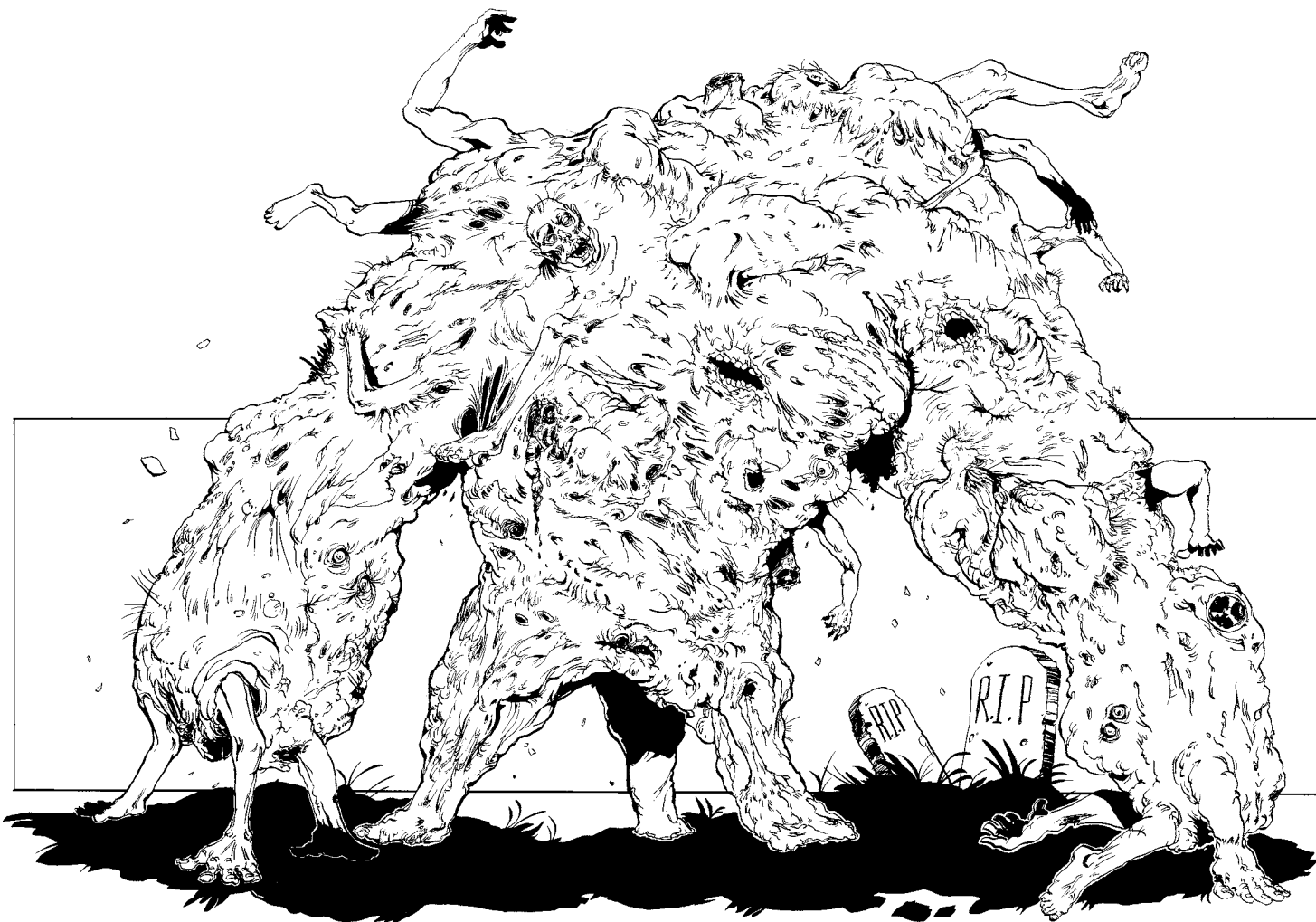
Vulnerabilities: Dumb, animalistic, easily tricked, cannot swim, poor climbers, and head shots, decapitation and fire kill, and severe cold reduces speed. Fear of fire holds them at bay (fire has a Horror Factor of 16).

Walking Grave

“A Walking Grave is a mass of zombies melded together in a horror beyond reason. Don’t even try to take this thing down. You’ll have to kill a dozen or more of its heads to slow it down. More to kill it. Miss one and the nightmare regenerates with every new kill. Run for your life. And don’t just run for cover. Run to get as far away as you can. I’ve faced one of these abominations five times now, usually at military bases or the site of mass graves. Twice, a dozen of us were able to bring the horror down, but we all suffered injuries and lost four good men both times. Three times we ran for the hills. There’s no honor in throwing your life away in a battle you can’t win, and no shame in retreating from a monster you can’t defeat. Remember that.”

– Brad Ashley, *Leader of the Road Reapers*

Sometimes, bodies of the deceased were dumped into hastily dug mass graves, bulldozed into piles and often dosed with chemicals to hasten decomposition or set on fire to kill disease and cremate the remains. In other cases, the zombies were cut in half or blasted into bits by explosives and modern weapons, before being bulldozed into mass graves and set ablaze. If these zombies were not completely consumed by the fire or chemicals, and most were not, over time, they would regenerate and rise again as a single mass of dozens or even hundreds of bodies and body parts. This hideous mass of reanimated, melted and fused bodies is known as the *Walking Grave*. Within the mass it can be difficult to determine one zombie from another. Most would agree that a Walking Grave is the most hideous and deadly of zombies, as the many become part of a single, massive being driven to find, slay and feed upon the living. An utter abomination, the Walking Grave is a collection of arms and legs, hands, feet and heads sticking out of a fleshy central body. The combination of



different types of skin creates a horrible patchwork of hair, body parts and limbs. In some places the skin is smooth, in others, lumpy, burned or in various states of decomposition, and dotted with faces and heads of the multitude that comprise the monster. Compared to the Walking Grave, Frankenstein's monster was an elegant, beautiful creation.

A Walking Grave usually takes one of three forms: An elliptical or circular blob; a massive, vaguely humanoid shape (as depicted in the first illustration for this zombie); a long serpent or centipede-like shape (as depicted in the second illustration). In all cases, the "body" of the Walking Grave is, in effect, a mass grave come to life. It has no one central head, but is covered with dozens of heads, dozens of faces and several to dozens of mouths (just mouths) biting, moaning and howling whenever prey is spotted. This mound of flesh is also covered in hands, arms and hands, legs and feet and portions of bodies extending from its bodies. Arms and hands, and just hands, grasp and swing at the living, legs not touching the ground kick, and mouths and heads bite at the living. A **Blob Walking Grave** is a mound of flesh, faces and limbs pulling itself along and moving with a sort of undulating motion. **Humanoid Walking Graves** have what are called "pillar legs" – big, thick appendages that are usually several legs or legs and arms melded together and which function as its primary legs. Some, like the one in the illustration, have huge arm/leg appendages that they use to lope along much like apes (+4 to Spd), others have large pillar-like legs, or stubby pillar-like legs to walk and run on. A **Centipede Walking Grave** or "Crawling Grave"

is a long, serpent or worm-like mash of bodies, limbs, heads and faces in which the monstrosity uses its many arms (1D4x10% more than what's listed below) to scurry along the ground like a giant centipede, rising up like a rattlesnake or cobra to reach prey that is located on low rooftops, in trees, and other elevated places, or to make a fast, lunging attack. The Centipede Walking Grave is remarkably fast for a zombie of any kind, and deadly in the extreme. All heads and parts work as one, as if a thick swarm of converging zombies melded into one massive clump. All work to ensnare and kill the living. If there is one central and guiding intelligence, it's not evident as all heads, faces and mouths seem to work to the same goal of killing living beings. Shooting one or twenty-one makes no impact, and one must kill every head, face and mouth to kill a Walking Grave.

Walking Grave

Also Known As: Zombie Mound, Crawling Grave, Body Pile and Creeping Doom.

Alignment: Considered Diabolic.

Attributes: I.Q. 1D4+2, M.E. 1D6+3, M.A. 1D4, P.S. 2D6+22, P.P. 1D6+2, P.E. 1D6+20, P.B. 1D4, Spd varies with type: Glob: 1D4+2. Humanoid: 1D6+6. Centipede/Serpent: 2D6+8.

Hit Points: P.E. attribute number, but all Main Body S.D.C. must be depleted first before Hit Points can be affected. **Note:** See *S.D.C. by Location* and *Hit Points* in the **Dead Reign® RPG**, pages 36 and 37, for more details.

S.D.C. by Location:

- * Hands (2D6x10) – 1D6+1 each
- * Arms (1D6x10) – 1D6+6 each
- * Feet (4D6) – 1D6 each
- * Pillar Legs & Feet (massive, 1D4+2) – 1D6x10+20 each
- * Legs, Others (2D4) – 2D6+6 each
- ** Necks (4D6) – 1D6+10 each
- ** Heads (1D4x10) – 2D6+14 each
- ** Faces (5D6) – 2D6+10 each
- ** Biting & Moaning Mouths (4D6) – 1D6+3 each
- *** Main Body – 2D6x100+266

Note: Double the size, S.D.C., and all of the above for truly massive Walking Graves.

Armor Rating: 15

Horror Factor: 17

P.P.E.: 3D6

Natural Abilities: Standard; see the **Dead Reign® RPG** for details.

Skills of Note: None, unable to climb or perform most Physical skills.

Attacks per Melee: Eight, usually by biting and hitting with fists, but the behemoth can fight 1D4+4 attackers in melee combat at the same time.

Special Attacks:

Grapple and Attack: With many extra arms and legs, a Walking Grave has many additional appendages and mouths with which to ensnare and bite at living prey and opponents. Getting within melee attack range of this zombie is risking being caught up by the grabbing hands and biting mouths that cover its entire body. Roll to save vs entanglement (12 or higher). If the roll is failed, the character is within the zombie's grasp for 2D4 melee rounds and vulnerable to further attacks.

Vise Grip: The grip of a Walking Grave is like getting caught in a vice and requires a combined P.S. that is 30% greater than the zombie's own P.S. (usually 24-34) to break free or pry loose.

Damage (S.D.C./Hit Points): The monster has a sea of arms, hands and legs.

Bite: 2D6 damage (and a chance of infection if the wound isn't treated shortly after receiving it). P.S. damage bonus does NOT apply to bite attacks.

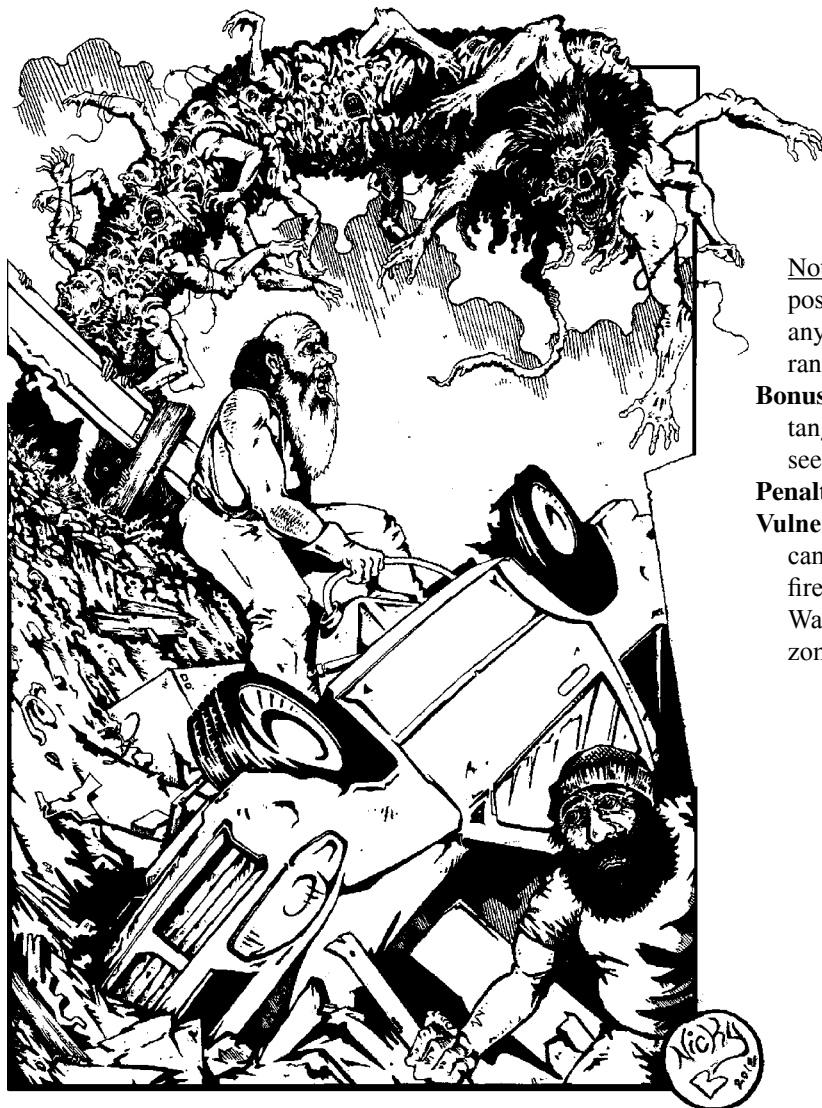
Head Butt: 2D4 damage + P.S. damage bonus (if any).

Punch/Claw Attack: 1D6 damage + P.S. damage bonus (if any).

Power Punch: Not possible.

Kick Attack: 2D4 damage + P.S. damage bonus (if any).

Weapon: Rare, but sometimes one or more of the arms/bodies within a Walking Grave clutches a melee weapon or handheld object as a weapon to stab, cut or bludgeon and hit with.



Note: Leap kicks, body flips and martial arts attacks are NOT possible by Walking Graves, though a dangling leg located anywhere on the body can kick at anyone who comes within range.

Bonuses: +2 on initiative, +5 to strike, +4 to parry, +6 to entangle, impervious to fear (except from fire; hates fire); also see Natural Abilities in the **Dead Reign® RPG**.

Penalties: -2 to initiative, -8 to dodge and -3 on Perception Rolls.

Vulnerabilities: Dumb, animalistic, easily tricked, slow moving, cannot swim, cannot climb, and head shots, decapitation and fire kill, and severe cold reduces speed. Fear of fire holds the Walking Grave at bay (fire has a Horror Factor of 17 to this zombie).

New Dead Reign® O.C.C.s

By Matthew Clements

Sentinel

Survivalist

Wheelman

Zombie Hunter

Zombie Researcher



Sentinel

A Post-Zombie Apocalypse O.C.C.

“Know your surroundings. Know where you’re at, where you’re heading, how to get out – fast, what you’re up against and who you can trust. Really trust. And maybe you’ve got a shot at surviving on the streets. Of course, your odds improve by at least double with me on your team.”

– Eagle Eye Al, Sentinel

Sentinels are the scouts and first responders or rescuers of the zombie world. They spend much of their time looking out for survivors, vital supplies and concentrations of zombies. They often work alone, in pairs and in small groups. Many Sentinels are part

of a group of survivors somewhere, and happily work or partner up with Shepherds of the Damned, Hound Masters and others out to help survivors regardless of their O.C.C.s. As part of a group, they range out from their central base to be the eyes and ears for the others, sniffing out trouble, gathering intelligence on the area and scouting out the safest routes. Some may be trained military, dispatched by their commanding officers to monitor a specific sector. Others might be former cops, paramedics, trained first responders, or civil engineers, using their knowledge of the surrounding area and keys to locked city buildings to stay one step ahead of the dead. Still others have learned they just have a knack for the job.

Sentinels use the environment to their advantage and to isolate themselves from zombies. A good Sentinel always has multiple escape routes, and has positioned ladders, climbing ropes and

handholds at strategic points. Using boards as makeshift bridges is also a common technique, especially because they can be removed after crossing to deny zombies access. Zip lines, escape slides and Tarzan-style rope swings can all be used to elude, confuse and confound zombies.

After a period of time, Sentinels develop a “home turf” that they know like the back of their hand. They carefully check each building for supplies, useful items, survivors and, most of all, zombies. Knowing which areas have been cleared and locked off and which ones might be full of walking corpses can make the difference between life and death for a Sentinel on the run or the people he’s trying to help. They play a dangerous game, pitting their wits and their simple preparations against the unending dead.

Special O.C.C. Abilities of the Sentinel:

1. Climbing Expert: Whether they were experienced climbers before the Zombie Apocalypse or have been forced to learn “on the job,” Sentinels know how to use ropes and handholds and can climb up surfaces that most people think are unscalable. They use parkour and/or rock climbing techniques to work their way up the sides of buildings and from obstacle to obstacle. When confronted by a normal building, the Sentinel can almost always find a way up, often with zombies nipping at his or her heels. Roll just as with any other skill, a failed roll means the Sentinel is unable to find a climbable path. A successful roll means they can reach the roof or a window. Roll for every 2 stories/25 feet (7.6 m) climbed. **Base Skill:** 46% +4% per level of experience.

2. Local Knowledge: Sentinels typically stick to a certain home range and learn every detail about it. When inside this area, they are +4 on initiative, +1 to dodge and +5% on all skill rolls. Their knowledge and preparation also often lead to secret escape routes and zombie-traps.

3. An Eye for Detail. This includes knowing what to look for to indicate the presence of zombies, the type of zombies, hermits, madmen, bandits, Death Cultists and other dangers. Hence the Intelligence skill; +2 on Perception Rolls pertaining to paths, trails, getting in and out of places, ambushes, survival and zombies.

Sentinel O.C.C.

Also Known As: Lookers and Scouts.

Alignment: Any, but most are Principled (25%), Scrupulous (25%) or Unprincipled (20%).

Attribute Requirements: I.Q. and M.E. of 10 or higher.

Occupation: Sentinels most likely worked out on the roads before the Zombie Apocalypse. Many are former deliverymen, couriers, postal employees, surveyors or city workers. Some had hobbies that led them to this life, like hunting, parkour or urban exploration. Others could have been soldiers or policemen.

O.C.C. Bonuses: +2D6 to S.D.C., +1 to P.S., +2 to P.P., +2 to save vs Horror Factor.

Common Skills: All; basic.

O.C.C. Skills of the Sentinel:

Camouflage (+15%)
Climb (+15%)
Detect Ambush (+10%)
Intelligence (+15%)
Land Navigation (+20%)

Paramedic (+15%)
Prowl (+5%)
Radio: Basic (+10%)
Spelunking (+20%)
Surveillance (+10%)
Tracking (people) (+10%)
Transportation: One of choice (+5%).
Wilderness Survival or Roadwise (+10%).
W.P. Handguns
W.P. Rifles
Hand to Hand: Basic

Elective Skills: Select six from the standard available categories. These skills *may* reflect the character’s occupation and life before the Zombie Apocalypse.

Secondary Skills: Select two Secondary Skills from the Secondary Skill List in the **Dead Reign® RPG** at levels 2, 6, 9 and 13. These are additional areas of knowledge that do not get any bonuses, other than a possible bonus for a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Wilderness clothes, camouflage fatigues, hiking boots, gloves, rain poncho, suit of *light* modern body armor of choice, survival knife (2D4 S.D.C.), 100 feet (30 m) of lightweight rope, 10 pitons, climbing hammer, small tool kit, medic’s bag, first aid kit, 1D6 signal flares, 1D6 chemical lightsticks (12 hours), flashlight, disposable cigarette lighter, matches, duct tape, sleeping bag, eating utensils, compass, laser pointer, binoculars, nightvision goggles, sunglasses, canteen, combat style webgear, backpack, duffle bag, knapsack, 2 weeks’ of food rations and personal items.

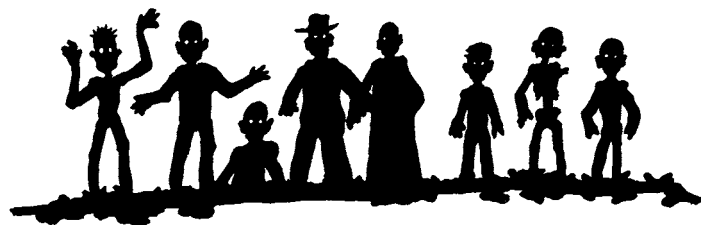
Tools of the Trade: Sentinels use ropes, pulleys, pitons, fire escapes, levers, improvised bridges and walkways to stay above and one step ahead of zombies. They have likely looted a hiking supply store for its climbing equipment, a huge advantage when used properly.

Weapons: One weapon of choice for each of the character’s W.P.s, a large crowbar (2D6 damage), 1D6x10+120 rounds of ammunition for the main weapon and 2D6x10 rounds of ammunition for each backup weapon. Also has one homemade bomb and 1D4 Molotov cocktails. Sentinels are typically armed with scope-sighted hunting rifles and military rifles that they use to shoot zombies from a safe distance.

Vehicle: None. Most Sentinels stay alive by sticking to the rooftops and working their way through the nooks and crannies of the urban jungle. Some might have a motorcycle or dirt bike stashed away somewhere for quick escapes.

Pay: None, everything is barter and trade.

Trade Goods: \$1D6x1,000 worth of trade goods.





Survivalist

A Post-Zombie Apocalypse O.C.C.

“Who’s laughing now, eh? Now let me show you how to stay alive as I explain how we’ve come to this sorry state of affairs.”

– Dan “the Man,” Survivalist

Even long before the Wave, there were always those who felt that the end of the world was coming. Nuclear war, global warming, oil crises, political upheaval, terrorist attacks, droughts, famines, plagues; there are many reasons to prepare for the worst that do not involve the dead rising from their graves. Survivalists are familiar with all these threats, and have been planning for disaster for years.

Before the Wave, most Survivalists were viewed as paranoid gun-nuts, right-wing conspiracy theorists and lunatics. They hoarded food, water, fuel, weapons and survival equipment in a time when such things were plentiful. Many laughed at them and regarded their “hobbies” as eccentric. Many told them they had simply seen too many movies.

No one mocks the Survivalists now. When the entire world was melting down, they took shelter in their remote homesteads and compounds. These sites became the first survivors’ camps, and in many places, it was Survivalist groups who first began to fight against the undead before the military or Road Reapers.

No group alive was better prepared for the Zombie Apocalypse than the Survivalists. Blaming the Russians, the Chinese, alien invaders or our own government (whichever threat they once feared), Survivalists nonetheless responded to the zombie outbreak in their own signature style, locking themselves down and retrieving caches of guns and explosives. Some neighbors, friends and family were invited to join them, some were coldly turned away at the door.

Now that the Zombie Apocalypse is in full swing, Survivalists have become leaders, prophets and teachers. They see themselves as the only ones who were prepared for the threat, and everyone else as trusting and complacent normal people who are unready to take care of themselves in this hostile new world. Some have become haughty and arrogant now that their theories have been proven correct, while others simply wish to convert the many to their point of view so that future generations can survive and learn from our mistakes. As a result, strong cults of personality have developed around some Survivalists, and many people who would have laughed at their ideas before the Wave now believe in them wholeheartedly.

Survivalist Orientation and Beliefs:

Survivalists subscribed to some interesting viewpoints before the Zombie Apocalypse, and now that zombies have overtaken the world, they *know* that their views are right. As a result, they have become more certain than ever before, and see themselves as part of *a revolution* that will sweep the world clean of both

zombies and the traitors who brought them upon us. Select one of the following groups for the Survivalist to obsess over, fear and hate, or roll on the following table:

01-10% United Nations: Since its inception, the United Nations has been accused of trying to form a one-world government. With the leaders of the world's nations dead and their command structures in tatters, now must be the time that the UN makes its move. Any day now, blue helicopters will come zooming in over the horizon, the UN symbol painted on their side.

11-20% US Government: With sophisticated germ warfare capabilities, many think the US government is either accidentally or intentionally responsible for the Wave and the source of the zombies. This type of Survivalist will be extremely suspicious of soldiers, police, and especially FEMA, DEA, FBI, CIA and other government agents. They will not trust any of the aforementioned types, even if they are honestly trying to save their lives.

21-30% The Russians: Rooted in old Cold War fears, this Survivalist really thinks the Russians hit us with a biological weapon. They have the weapons, after all, and maybe the USSR is hoping to reemerge from the dark cloud of the undead as the Soviet giant reborn! The virus that started the outbreak could also be the work of a rogue Russian scientist or splinter group, still eager to strike out at their Cold War enemies.

31-40% The Chinese Government: America's rising competitor in the east must have started the zombie plague as a way to destabilize the US. They let the virus loose in Hong Kong and made sure that it made its way to the West. When the other nations of the world are wiped out, China will take its place as the world's only remaining superpower. They are prepared to sacrifice millions of their citizens to the zombies in order to achieve world dominance, and have many millions more to spare if need be.

41-50% Aliens: The zombie outbreak is obviously an alien biological weapon, designed to make humans fight amongst themselves. This could only be the first step in an alien invasion, and these Survivalists think the zombies are just appetizers for what is yet to come.

51-60% The Devil: Who other than Satan himself could have made the dead rise again? Maybe mankind is being punished for its sins, or maybe this entire nightmare is some plan enacted by the Devil. The opening move in a bid to conquer Heaven and Earth. This character will have an extraordinary amount of respect for priests and religious leaders as well as churches and holy sites like synagogues, mosques and temples. The fight against the zombies is a holy war and these Survivalists believe they have been chosen as agents of God's will! +1 to save vs Horror Factor.

61-70% The Illuminati: This Survivalist blames the zombie outbreak on old conspiracy standbys, the Illuminati. With members from every major country, religion and corporation, the Illuminati have a web that stretches from one side of the planet to the other. Unleashing the zombie plague on the helpless populace is only a means to ruling over the people like slaves. That stage comes next.

71-80% Corporate America: Wall Street, the military-industrial complex, the pharmaceutical industry or some other major corporate element is held responsible for the Wave. Many believe that the Benford Group and its cell-altering Altrucure vaccine were behind it, and with good reason. It could be another pharmaceutical company, a military contractor or a fast-food or soft drink empire; any well-known name will do. These Survivalists see corporate greed and lack of transparency as the root cause

of the zombies. If they should find former CEOs, big bankers or politicians in their travels, the outcome will not be pretty.

81-90% The Death Cults: The cults of zombie worshipers and doomsayers that have appeared since the Zombie Apocalypse are not just a symptom, they are *the cause*. Many have even claimed responsibility for unleashing the plague of undeath upon the world. This Survivalist will be on the lookout for cult members and their sanctuaries. Even amidst the zombie swarms, the war against the Death Cults must be waged.

91-00% Other Off the Wall Theory: Individual celebrities, strange groups, fringe religions, or even society at large have all been blamed for the zombie outbreak. The Survivalist could even have a very specific theory for the cause, like a supernatural disease, an ancient curse or the work of interdimensional travelers.

Level and Depth of Belief: Survivalists cover a wide spectrum of character types. Some are just hobbyists, people who like to hike and camp and see the need to prepare for disasters. Others are full-blown zealots (some outright madmen), who long ago traded their place in society for their obsessive beliefs. Choose one or roll on the following table:

01-33% Hobbyist: This character is someone with applicable hobbies. He or she might be a hunter, hiker, camper, paintball player or military "enthusiast." While the character has seen his share of conspiracy theories and fringe ideas, he does not obsess over them and sees only the more down-to-earth theories as possibilities. In this time of chaos, however, *something* has to be responsible for the zombies.

34-66% Moderate: Moderates have some cause or inner drive that has pushed them to prepare for the end times. They have not given up on their normal lives, however, and worked nine-to-five jobs before the Zombie Apocalypse. While they do have some strong beliefs and may seem like extremists to some, they are sane, reasonable people, by and large, and willing to be reasoned with, and open to new ideas.

67-00% Total Whackjob: The most committed Survivalists have become more extreme and devoted to their esoteric views now that the "end times" are upon us. The Zombie Apocalypse is all the proof they need that their paranoid fantasies are coming true, whether or not they actually have anything to do with zombies. They will preach at length and attempt to convert everyone they meet into sharing their point of view. Those who do not see "the truth" are mindless sheep or gullible fools, dangerous in their ignorance. They may even be in on the conspiracy . . .

Survivalist O.C.C.

Also Known As: Conspiracy Theorists, Alarmists and Prophets.

Alignment: Any, but most are Principled (20%), Scrupulous (20%), Unprincipled (20%), Anarchist (25%) or Aberrant (10%).

Attribute Requirements: I.Q. of 10 or higher.

Occupation: Before the Zombie Apocalypse, many Survivalists were farmers, ranchers, oilmen, hunting guides or gun store owners. All types of other people may secretly be Survivalists, however, and some made their living by running conspiracy websites or writing books.

O.C.C. Bonuses: +2D6 S.D.C., +1 to P.S. and P.E., +5 to save vs Horror Factor.

Common Skills: All; basic.

O.C.C. Skills of the Survivalist:

Camouflage (+10%)
 Demolitions (+5%)
 Detect Ambush (+10%)
 First Aid (+10%)
 History (+20%)
 Identify Plants & Fruit (+5%)
 Intelligence (+10%)
 Outdoorsmanship
 Preserve Food (+10%)
 Radio: Basic (+15%)
 Research (+10%) or Recognize Weapon Quality (+15%).
 Transportation: Two of choice (10%).
 Wilderness Survival (+20%)
 W.P. Handguns
 W.P. Rifles
 W.P. Shotgun or Submachine-Gun.
 Hand to Hand: Expert

Elective Skills: Select six from the standard available categories. These skills *may* reflect the character's occupation and life before the Zombie Apocalypse.

Secondary Skills: Select two Secondary Skills from the Secondary Skill List in the **Dead Reign® RPG** at levels 2, 4, 6, 8, 12 and 15. These are additional areas of knowledge that do not get any bonuses, other than a possible bonus for a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Wilderness clothes, hiking boots, gloves, rain poncho, suit of modern combat armor of choice, survival knife (2D4 S.D.C.), backup knife (1D6 S.D.C.), 50 feet (15 m) of lightweight rope, 2-person tent, first aid kit, flashlight, lighter, matches, duct tape, gas can, camp stove, sleeping bag, eating utensils, binoculars, sunglasses, canteen, combat-style battle harness, high-quality hiking backpack, duffle bag, knapsack, 3 weeks' worth of food rations and personal items.

Tools of the Trade: Survivalists are well armed and well prepared. They have many pieces of survival and hiking equipment that can be very useful out on the open road. Their conviction and their beliefs drive them on, though, and others may come to see things their way once they have heard the Survivalist speak at length.

Weapons: One weapon of choice for *each* of the character's W.P.s, a machete or extendable baton (1D6 damage), pocket knife (1D4 damage), hatchet (1D6 damage), and 3D6x10+120 rounds of ammunition for the main weapon and 3D6x10 rounds for each other weapon. Survivalists are typically armed with shotguns, hunting rifles and military-style assault weapons they owned *before* the Zombie Apocalypse. Also has 1D4 homemade bombs and 2D4 molotov cocktails.

Vehicle: One favorite vehicle. Most Survivalists start out with a jeep, pickup truck or 4x4 sport utility vehicle. Some may prefer horses, motorcycles or small, fast RVs.

Pay: None, everything is barter and trade.

Trade Goods: \$2D6x1,000 worth of trade goods.

Wheelman O.C.C.

"Yeah, you need guns and guts to survive these days. But for me, give me a set of wheels and I can do anything."

- Lil' Richard "Dick" Simmons, Racing Driver and Wheelman

Wheelmen (and women) are people who once drove for a living. They may be former truckers, highway patrolmen, ambulance drivers, taxi drivers, construction workers, bus drivers, farmers, racing car drivers, stunt drivers or anyone else who has access to a vehicle or has stumbled across one since the Wave. Wheelmen are creatures of the road, traveling from place to place, rescuing survivors and looking for fuel, food and information. They often avoid the dense city centers and know which stretches of road or highway are clear enough to travel and which ones are hopelessly clogged by abandoned cars.

Not only are Wheelmen lucky individuals who have come to possess one or more working vehicles, they are also skilled and experienced drivers. Whether they drove race cars before the Wave or semi-trucks, all Wheelmen have an advanced sense of the road and a knowledge of basic mechanics. They know how to fix problems with the engine or suspension, how to easily change an oil filter or a flat tire. They have likely already modified their vehicle extensively to survive the zombie hordes, and the fact that they are still alive is a testament to their driving skills.

Many Wheelmen work with or alongside Road Reapers and Zombie Hunters, acting as the supply vehicle or rolling HQ of the crew. Many more, however, have struck out for the streets themselves or in groups of fellow Wheelmen, intent on escaping into the wilderness, commanding the streets of the city, and/or saving whoever they come across. Wheelmen cover a lot of ground in their vehicles, and may have seen and heard more about the state of the world than anyone else since the global news networks went off the air. Wheelmen in big-rigs are also known to clear stretches of highway and urban streets by using semi-trucks to push cars off to the sides.

Wheelman Occupation Table:

01-14% Trucker: Truckers drive semi-trailers long distances, moving cargo all over the country. When the Zombie Apocalypse struck, there were many who were still out on the road, trying to do their job. Some were even delivering critical supplies in an effort to fight the Wave. A trucker's vehicle is almost always his or her semi and trailer/flatbed, but sometimes they have been forced to abandon the trailer and flee in the cab alone. Long-haul trucks are outfitted with two-way radios and usually have a back seat area with some sort of sleeping arrangements or extra storage. Has the Transportation: Truck skill at +20%.

15-29% Highway Patrol/Police Officer: A state trooper, county sheriff, local highway patrolman or other police officer, this Wheelman has struck out on the open road and enforces his own laws now. These types are often white knights, out to save as many civilians as they can from the undead. Sometimes, however, they are bitter road warriors, driven by nothing but revenge. (See the *Mad Max* movies for an example of this type of character.) Vehicle will be a police cruiser, a full-size sedan with +40 mph (64 km) to top speed. In addition, the car has a dashboard mounted camera, lights and sirens, a first aid kit, fire extinguisher, road flares, two-way radio, weapons storage in the trunk and a

bulletproof plastic or steel cage between the front and back seats (A.R. 12, S.D.C. 80). The car also has a push bumper, a kind of light ram prow that is used for “nudging” other vehicles. Takes half damage when performing ram attacks. As a police officer, the character is likely equipped with a 9mm pistol or revolver, and probably has a shotgun in the car, or maybe even an MP5 submachine-gun or M-16 assault rifle. Some may have opted for a police motorcycle instead of a cruiser. Treat as a normal motorcycle only equipped with lights and sirens, storage compartments and +25 S.D.C. Has the Crime Scene Investigation, Find Contraband, First Aid and Interrogation skills, in addition to one extra Weapon Proficiency and +15% to Transportation: Automobile or Transportation: Motorcycle, whichever is appropriate.

30-44% Construction Worker: Not all construction experts work with their hands. Some operate cranes, bulldozers, trucks or specialized heavy equipment. When the zombies rose, these pieces of machinery often became default rolling fortresses. Made durable to resist impacts on the job site, they might as well be armored vehicles compared to normal civilian cars and trucks. A construction worker Wheelman’s vehicle is probably an industrial dump truck, a bulldozer or a backhoe. It could also be a standard truck (+50 S.D.C., construction model) or some piece of exotic equipment. Construction vehicles usually have two-way radios. Has the Transportation: Truck skill at +10% and Tracked Vehicles at +20% if his vehicle is non-wheeled, plus the Physical Labor skill.

45-59% Bus Driver: Buses are great for evacuating large numbers of people, and many were called into emergency service during the Wave. Some have taken their old vehicles and fled out onto the roads, or emerged from hiding since the Zombie Apocalypse occurred. City and school bus drivers have an excellent knowledge of the local urban area and know how to navigate their lengthy vehicle through crowded streets. Coach bus drivers are more at home on the highways, and know how to control their vehicle at high speeds. Either type of bus has a two-way radio onboard. Has the Transportation: Truck skill at +15% (buses are counted as trucks for driving purposes).

60-74% Taxi Driver: Taxis are extremely common in big cities, and some drivers have put their driving talents and knowledge of the back alleys and byways to use in the new world emerging after the Zombie Apocalypse. Their vehicle is likely their taxi, but could be another automobile that they have appropriated. Taxis will have two-way radios and plastic dividers between the front and back seats (30 S.D.C.), as well as less useful extras like a fare-meter and a light box on top of the vehicle that lets passengers know it is in service. +10% to Transportation: Automobile skill and has the Tailing skill at +20%, but only when behind the wheel.

75-89% Delivery Driver or Ambulance Driver: Delivery drivers are similar to truckers, but work within a smaller radius and usually drive normal trucks and vans instead of semis. Their vehicle will probably be a 16 or 24 foot (4.8 or 7.3 m) truck, but



could also be a full-size delivery van. Some delivery vehicles will have two-way radios, but this is not a standard feature. Has the Transportation: Truck skill at +15%.

90-96% Farmer: In agricultural communities, large tractors and farming machines are often the biggest vehicles around. Tractors are much more powerful than passenger vehicles, and can pull trailers behind them and push through many obstacles. Big farming equipment like threshers, reapers, and other machines are useful too, as they often have driver's compartments that are sealed or raised and come with a variety of harvesting equipment that can mow through zombies. In addition, a farmer's vehicle could also be a flatbed truck, pickup or construction vehicle. Has the Transportation: Truck skill (+10%) or Tracked Vehicles (+5%) if appropriate.

97-00% Racing Driver/Stunt Driver: Race car drivers and stuntmen are a rare breed, and those who survived the onset of the Zombie Apocalypse have found a new use for their driving skills. They may be enthusiasts, gear-heads with powerful cars, or professional drivers who have really cut loose now that there aren't any more speed limits. Racing drivers are accustomed to extremely high speeds, and stunt drivers can make cars do things that they were never designed for like jumps, rapid turns and maneuvers that put the car up on two wheels. Their vehicle is usually a sports car, stock car (+60 mph/96 km) or actual race car (+100 mph/160 km, only 1-2 seats). +25% to Transportation: Automobiles skill.

Wheelman O.C.C.

Also Known As: Drivers, Road Soldiers and Highwayers.

Alignment: Any, but most are Principled (25%), Scrupulous (40%) or Unprincipled (20%).

Attribute Requirements: P.P. of 10 or higher.

Occupation: Before the Zombie Apocalypse, the Wheelman likely had a job that involved a whole lot of driving. Pick one or roll on the occupation table above.

O.C.C. Bonuses: +2D6 S.D.C., +2 to P.P., +2 to save vs Horror Factor.

Bonuses Inside their Vehicle: An extra +4 to save vs Horror Factor, +2 on initiative, +1 to strike and dodge.

Common Skills: All; basic.

O.C.C. Skills of the Wheelman:

Automotive Mechanics (+10%)

Combat Driving

Detect Ambush (+5%)

General Repair and Maintenance (+10%)

Jury-Rig (+10%)

Navigation (+10%)

Radio: Basic (+5%; +10% for police and military)

Roadwise (+30%)

Transportation: Automobile (see occupation for bonuses).

Transportation: One of choice (in addition to those listed with specific occupation).

Vehicle Armorer or Weapons Engineer.

W.P.: One of choice.

Hand to Hand: Basic

Elective Skills: Select six from the standard available categories.

These skills *may* reflect the character's occupation and life before the Zombie Apocalypse.

Secondary Skills: Select two Secondary Skills from the Secondary Skill List in the **Dead Reign® RPG** at levels 1, 3, 8, 12

and 15. These are additional areas of knowledge that do not get any bonuses, other than a possible bonus for a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Street clothes, running shoes, driving gloves, rain poncho, suit of modern body armor of choice, survival knife (2D4 S.D.C.), flashlight, lighter, matches, tool kit, duct tape, 2 gas cans, eating utensils, binoculars, sunglasses, canteen, extra 2 gallon and 5 gallon gas cans, backpack, duffle bag, knapsack, one weeks' worth of food rations and personal items. Former highway patrol or police will have a bullet-proof vest (A.R. 10, S.D.C. 50) as well as a radar-gun and the equipment listed under their occupation, above. Construction workers will have steel-toed boots and a hard hat, as well as a few tools like hammers, screwdrivers and saws.

Tools of the Trade: The Wheelman's vehicle is his primary tool. See the occupation table above for specific info on different types of Wheelman characters.

Weapons: One weapon of choice for the character's W.P., a large crowbar (2D6 damage), baseball bat, machete, hammer, and 3D6x10 rounds of ammunition.

Vehicle: The Wheelman's primary vehicle is his or her purpose and main means of survival and transportation. Select a vehicle from the vehicle section or choose one based on the occupation table above. Whatever the type, the Wheelman has taken time to prepare and modify the vehicle for use in a zombie environment. Select one type of improvised armor (no light or heavy armor), as well as 1D4 Extras and Modifications and 1D4 Weapons and Defenses. The character is likely to have a second backup car, truck or motorcycle.

Pay: None, everything is barter and trade. Pay in the new, post-apocalyptic world is typically an exchange of goods or services, and the Wheelman's transportation, scouting and rescue capabilities are highly valued. Their "zombie-proof" vehicles are often the only thing that can break through the undead to get to survivors and hard-to-reach supplies. This can be a strong negotiating point when trying to procure vital supplies or bargain for something.

Trade Goods: \$2D4x1,000 worth of trade goods, probably stored inside the vehicle.

Zombie Hunter

A Post-Zombie Apocalypse O.C.C.

"There are about seven billion zombies on the planet right now. That just means we have to find about seven billion bullets."

- A.J. Parent, *Zombie Hunter*

Zombie Hunters aren't concerned with rescuing people, finding Safe Havens or rebuilding civilization. They think the fastest way to end the Dead Reign is to kill every single zombie they come across, and not stop the slaughter until the walking dead are all gone. Zombie Hunters are rogues who wage personal campaigns of revenge against the dead. Soldiers and Road Reapers are wary of trusting them, as killing zombies takes precedence over long-term survival for most Zombie Hunters. Z-Hunters know they have a part to play in reclaiming the world for the living, but don't feel like they have much to offer a budding civilization.



Instead, Zombie Hunters have become predators themselves, hunting the hunters. They use various baiting techniques to safely draw out zombies: noise-making devices, scent-lures and lights. Most useful, however, is the zombie moan; turning their own “gathering call” into a deathtrap. Most zombies are extremely stupid, and a trapped Sloucher or chained-up Crawler can be used as a *Magnet Zombie*. The Zombie Hunter places the “Magnet Zombie” where he or she would like to attract other undead. Showing oneself to the trapped zombie causes it to moan, drawing in other zombies from a wide radius. The Magnet Zombie trap is one of the Zombie Hunters’ most effective strategies, as long as things do not get out of hand. For even the best laid plans can be upset by Thinkers, Mock Zombies, Impersonators, or even zombies with unusual physical characteristics like Juggernauts or Fast Attack Zombies. The Zombie Hunter’s life is a battle of wits between intelligent, thinking human predators, and mobs of zombies.

The Zombie Hunter is not an unhinged madman like the Zombie Deathbringer or the Zombie Killing Maniac. They are, for the most part, dedicated zombie-fighters who see themselves as soldiers on the front lines against the dead. People who wish to seek shelter in the Safe Havens may do so, but for the Zombie Hunter, such places are only temporary refuges; secure locations to rest and organize another zombie-killing expedition.

Some Zombie Hunters claim trophies from unusual zombies that they hunt. Mock Zombies, Pattern Zombies, Juggernauts, Mass Graves and especially Thinkers are prized kills. Zombie Hunters have learned that these specialized zombies are much

more threatening than their slow-shuffling brethren, and eliminate them whenever they can. By reducing the zombie population, they make things safer for humanity in general, one tiny bit at a time.

Special O.C.C. Abilities:

1. Knowledge in the Use of Bait and Decoys: Base Skill: 70% +3% per level of experience. A failed roll means the lure didn’t work as planned or does not attract zombies, or not in the numbers desired (too many, not enough).

Human Scent: Zombies are attracted to the pheromones and scents produced by the human body as well as the psychic aura of living prey. Freshly-worn clothing still carries with it some scent, and causes zombies to investigate, however, the scent on clothes can only be detected at a distance of 12 feet (3.6 m), +8 feet (2.4 m) if the clothes are drenched in sweat or urine. The scent of human blood, on the other hand, attracts zombies from up to half a mile (0.8 km) away, and desperate Zombie Hunters may use their own blood to draw in targets.

Light Decoy: Zombies are very active at night and have learned to associate light sources with prey. Once the power has gone out, even the mentally slowest zombies learn that non-natural light is a sign of a human presence. See the Random Encounters to Moving Light section of **Dead Reign® Sourcebook Two: Dark Places™** for the effects of light decoys.

Magnet Zombie: Using a “live” zombie to attract more of its fellows is simple, straightforward and incredibly dangerous. The Zombie Hunter intentionally draws zombies towards his or her position with the goal of wiping them out. The margin for error is slim and most hunters who use Magnet Zombies, and are still alive, stay that way because they abandon the trap at the first sign of unexpected resistance, overwhelming numbers or the presence of smarter zombies.

Sound Decoy: An acute sense of hearing is one trait shared by most zombies, and *human voices* are the number one sound they key in on. Zombies, even comparatively smart zombies like Thinkers, are confused by speakers and electronic recording devices. A Thinker might realize it has been tricked when it actually finds a speaker or walkie-talkie, or when it realizes nobody is present, but most zombies are so dumb that they try to bite or attack the source of the sound itself, even if they know it is not a person.

2. Hatred for the Dead: Zombie Hunters are almost always motivated by revenge. They blame each individual zombie they kill for taking away their friends, families, and for destroying the world in which they grew up. Every blow is guided by hate, and Zombie Hunters are typically brutal and unrelenting in close combat. They have fought zombies many times and have learned strategies that take advantage of their slow speed and negate their Supernatural Strength. Subtract 2 from a zombie’s A.R. in fights with a Zombie Hunter.

3. Lore: Greater Zombies: Zombie Hunters have been watching and learning about the prey they hunt, and have seen zombies display unusually human-like behavior and even heard them speak once or twice. An experienced Zombie Hunter (5th level or greater) has probably had a close call or two with a Multi-Zombie, Thinker or Juggernaut and realizes that not all zombies follow the same rules. The bonuses of such specialized zombies are half when fighting Zombie Hunters.

Zombie Hunter O.C.C.

Also Known As: Zombie Killers, Dead Hunters and Trophy-Seekers.

Alignment: Any, but most are Principled (25%), Scrupulous (25%) or Unprincipled (20%).

Attribute Requirements: M.E. of 10 or higher.

Occupation: Zombie Hunters came from all walks of life before the Zombie Apocalypse. Some were military or police types, others are actually skilled hunters who stalk zombies like they used to pursue deer and pheasant. Others were college students, factory workers, clerks and an array of professions. It is their hatred of zombies and desire to destroy them that has turned them into dedicated Zombie Hunters.

O.C.C. Bonuses: +2D6+10 S.D.C., +2 to P.S., +3 to save vs Horror Factor, +1 to strike with long-range weapons.

Common Skills: All; basic.

O.C.C. Skills of the Zombie Hunter:

Camouflage (+15%)

Concealment (+10%)

Demolition

Detect Concealment (+10%)

Hunting

Lore: Zombies (+10%)

Pick Locks (+10%)

Prowl (+15%)

Roadwise (+5%)

Sniper

Tracking (people)

Transportation: One of choice.

Trap/Mine Detection

W.P. Handguns

W.P. Rifles

W.P. Ancient: one of choice.

Hand to Hand: Expert

Elective Skills: Select six from the standard available categories.

These skills *may* reflect the character's occupation and life before the Zombie Apocalypse.

Secondary Skills: Select two Secondary Skills from the Secondary Skill List in the **Dead Reign® RPG** at levels 1, 3, 8, 12 and 15. These are additional areas of knowledge that do not get any bonuses, other than a possible bonus for a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Wilderness clothes, hiking boots, gloves, rain poncho, suit of modern body armor of choice, survival knife (2D4 S.D.C.), first aid kit, flashlight, lighter, matches, duct tape, sleeping bag, eating utensils, binoculars, night-vision goggles, compass, sunglasses, canteen, combat style webgear, backpack, duffle bag, knapsack, 2 weeks' worth of food rations and personal items.

Tools of the Trade: A Zombie Hunter will have 2D4 different lures, traps and types of bait for zombies. Walkie-talkies and small digital recorders with speakers both make easy sound decoys, and can be lowered into a blind alley or pitfall on the end of a rope or wire. Electric lanterns, propane or kerosene lanterns and flashlights can all be left in a room or building being prepared as a trap. Human scent decoys are mainly improvised as the situation dictates. Traps can range from grenades or small explosive charges with trip wires, to bear traps or snares. Most of the traps Zombie Hunters utilize will be designed on the spot and custom made for each situation.

Weapons: One weapon of choice for each of the character's W.P.s, a large crowbar (2D6 damage), 1D6x10+120 rounds of ammunition for the main weapon and 2D6x10 rounds of ammunition for each backup weapon. Zombie Hunters are typically well armed with shotguns, high-powered rifles and large caliber pistols like .44s, .45s and .357 magnums.

Vehicle: None to start. Zombie Hunters sometimes use motorcycles and 4x4s, but have a particular liking for horses. Horses have a scent that helps wash out the odor of the rider. (**Note:** Zombies are -20% to detect riders on horseback by smell), and are essentially silent when compared to cars. Zombies have learned to listen for cars and vehicle engines, but many ignore the sound of hooves striking pavement.

Pay: None, everything is barter and trade. Some Zombie Hunters have made arrangements with Safe Haven communities where they receive food, fuel or ammunition in return for killing zombies in the surrounding area and thinning out the undead population.

Trade Goods: \$2D4x1,000 worth of trade goods.

Zombie Researcher

A Post-Zombie Apocalypse O.C.C.

"The answer is out there. We just haven't looked in the right place yet, or asked the right questions."

– J.J. Nedlih, Zombie Researcher

Amongst the survivors of the zombie outbreak are individuals who were highly trained and educated back when the cities were still intact. Doctors, professors, scientists and people from all backgrounds who retain inquisitive minds and seek to unravel the mystery behind the Wave and the Zombie Apocalypse which it spawned. They use their books, their tools and their expertise to dissect and examine zombies in the hope of one day finding a cure or vaccine.

The laboratory of even the best intentioned Zombie Researcher is like something out of a horror movie. Zombie corpses on examination tables, rotting human body parts, brains in containers and caged "live" zombies are all part of the job. Researchers may be testing zombies for vulnerability to different types of weapons or seeing if certain compounds speed up the rate of decomposition.

Some Zombie Researchers weren't "scientists" as we traditionally think of them. They may have served as crime scene technicians or even paranormal investigators, studying ghosts and other unexplained phenomena, before the zombies gave them something flesh-and-blood to research. No matter their background, these researchers have now devoted themselves to the study of the zombie threat. While others kill zombies and build walls to hold them back, Zombie Researchers are looking for a way to end the zombie threat once and for all.

Special O.C.C. Abilities of the Zombie Researcher:

1. Lore: Zombies: Zombie Researchers have learned much about zombies in their experiments and observations. And just as Road Reapers have become specialists in fighting zombies, so can Researchers use their knowledge to more effectively elude



and control the walking dead. **Base Skill:** 55% +5% per level of experience (30% for average people).

2. Profession Before the Wave:

Anthropologist/Sociologist/Archaeologist: Studied culture, societies, human interactions and ancient history. To them, the introduction of zombies and their effects on civilization are both horrifying and fascinating. A rare chance to study an entire species in a shared survival situation. **Bonus Skills:** Anthropology (+20%), Psychology or Archaeology (+15%), as well as Philosophy and Salvage (+5% for both).

Chemist: Most chemists worked for large corporations, research institutes or universities. They may have done quality-control/product testing or could have been researching new chemical compounds. Roll or pick one of the following: **01-33%** Their specific knowledge is making weapons, explosives, and flammables (bonus skills, Demolitions +10% and NBC Warfare +10%). **34-66%** Medicine/Pharmaceuticals (bonus skills Genetics and Chemistry: Pharmaceutical, both at +15%), **67-00%** Industrial Research (bonus skill Toxicology +15%). Plus, in each case they have the skill Chemistry: Analytical (+10%).

Crime Scene Investigator (CSI): Crime Scene Investigators are the technicians and scientists of the police world. They used to rely on blood, hair, tissue and ballistics information to find criminals. Now they apply the same skills to studying the dead

and how they fight and “think.” **Bonus Skills:** Crime Scene Investigation (+20%), Forensics (+10%) and Salvage (+5%).

Medical Doctor: Doctors may have been surgeons, general practitioners, specialists or even consultants before the Wave. They have detailed knowledge of the human body, and use what they know to both save lives and study zombies. **Bonus Skills:** Forensics (+10%), Medical Doctor (+15%), and Pathology (+10%).

Military Research Scientist: May have worked as a biochemist for the Centers for Disease Control, any branch of the Armed Forces/Government or private industry with connections to the government. **Bonus Skills:** Chemistry: Analytical (+15%), Genetics (+15%) and NBC Warfare (+20%).

Paranormal Investigator: These types of fringe believers and supernatural researchers feel like their time has finally come with the zombie outbreak. They have always investigated the unexplained, and now the unexplained has taken over the planet. **Bonus Skills:** Parapsychology (+15%), Psychology (+5%), Sensory Equipment (+10%), and Surveillance (+10%).

Physicist: Physicists may think that their field of study is no longer useful, but in a world where GPS satellites are failing and compasses have disappeared off store shelves, the stars will soon be the only guide we have. In addition, physicists can be invaluable in calculating the performance of improvised weapons and have engineering skills useful in complicated construction proj-

ects. **Bonus Skills:** Astronomy & Navigation (+15%), Astrophysics (+20%) and Basic Engineering (+10%).

Research Scientist: Researchers who only did research, these types of scholars approach the zombies like they would any other problem. Preliminary study must be done, followed by controlled experiments. They may be dead, and they may be supernatural, but even zombies can be examined using the tried and true scientific method. **Bonus Skills:** Basic Electronics (+10%), Chemistry: Analytical (+10%), and Genetics (+10%).

Veterinarian: A veterinarian's skills are almost as useful as a doctor's in this world of survival. And in addition to helping human patients, vets can always rely on their education to help heal sick or wounded horses, guard dogs and other animals. **Bonus Skills:** Forensics (+5%), Veterinary Science (+20%), and Zoology (+20%).

3. Science: A basic knowledge of chemistry, biology and engineering, as well as the will to use it, can seem almost magical in the hands of a Zombie Researcher. They can create homemade penicillin from moldy bread and orange peels, given a week to incubate. The Zombie Researcher can also make homemade explosives, simple motion detectors and other chemical combinations/basic devices.

4. Mad Science: In addition to normal scientific know-how, Zombie Researchers have also learned much in the study of their chosen subject. They can safely restrain zombies for examination, dissect a zombie body quickly and efficiently and judge the age of the zombie (time since it rose again as one of the dead) to within 1D4 days with a quick inspection of the brain tissue. This last skill can be quite handy for figuring out if the local zombies are from the original zombie outbreak or a group of Survivors that has fallen more recently.

Zombie Researcher O.C.C.

Alignment: Any, but most are Principled (25%), Scrupulous (25%) or Unprincipled (20%). A noticeable percentage (10%) are Aberrant psychopaths who have a sick scientific fascination with zombies and perform strange experiments on them.

Attribute Requirements: I.Q. of 14 or higher.

Occupation: Zombie Researchers held a variety of different jobs before the Zombie Apocalypse. See the Profession table above for more details.

O.C.C. Bonuses: +1D4 to I.Q., +2 to M.E.

Common Skills: All; basic.

O.C.C. Skills of the Zombie Researcher:

Biology (+5%)

Chemistry (+20%)

Computer Operation (+10%)

First Aid (+15%)

History (+5%)

Mathematics: Basic (+15%)

Mathematics: Advanced (+10%)

Research (+15%)

Transportation: One of choice (+5%).

Technical Writing (+10%)

W.P.: One of choice.

Hand to Hand: Basic

Elective Skills: Select five from the standard available categories. These skills *may* reflect the character's occupation and life before the Zombie Apocalypse.

Secondary Skills: Select two Secondary Skills from the Secondary Skill List in the **Dead Reign® RPG** at levels 1, 3, 8, 12 & 15. These are additional areas of knowledge that do not get any bonuses, other than a possible bonus for a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Street clothes, hiking boots, gloves, rain poncho, suit of *light* modern body armor of choice, survival knife (2D4 S.D.C.), first aid kit, flashlight, penlight, lighter, matches, duct tape, sleeping bag, eating utensils, binoculars, compass, sunglasses, canteen, backpack, duffle bag, knapsack, 2 weeks' worth of food rations and personal items.

Tools of the Trade: Zombie Researchers generally carry a few syringes for extracting blood or necrotic fluid, along with a dozen small, plastic sample containers. Their heaviest possession is often a microscope that they have appropriated and use for studying cells. Petri dishes, antibiotics and a few chemicals are part of their collection. They will also have surgical masks, gloves and gowns for safely operating on zombies, along with a lab coat, goggles, digital camera, digital recorder, notebook, 1D4+4 pens, 1D4 scalpels, bone saw, forceps and a full set of other miscellaneous medical tools.

Weapons: One weapon of choice, a large crowbar (2D6 damage), 1D6x10+60 rounds of ammunition for their main weapon, and folding pocket knife (1D4 damage).

Vehicle: None to start.

Pay: None, everything is barter and trade. A Zombie Researcher can often make good money working as a doctor, or even scam a group of survivors with a fake cure or vaccine. Some are paid/sustained by Safe Haven communities, survivor strongholds and military operations who believe their research will help in the fight against the zombies.

Trade Goods: \$3D6x1,000 worth of trade goods.



Vehicles

Since the collapse of human civilization, the use of vehicles has taken on a vital role to escape zombie infested cities, travel, haul supplies and people, and to make supply runs into urban areas and to fight the dead.

Common Types of Vehicles

ATV/Four Wheeler/Quad

Similar to motorcycles, these small, off-road ATVs (all-terrain vehicle) are known as Quads, Quad Bikes or Four Wheelers. They were very popular for both work and especially recreation. They can be used like dirt bikes for trail riding, or can harness their greater strength to pull small loads on trailers and act as a mechanical mule. Another big advantage is that, with four wheels, these vehicles naturally stand up straight and are harder to tip than motorcycles, whether sitting still or at high speeds. Unlike cars, they provide no protection to the driver, but are almost as fast and agile as motorcycles.

Intended Number of Passengers: 1-2

Maximum Number of Passengers: 3

A.R.: 7. **S.D.C.:** 150. **Speed:** 80 mph (128 km). **Range:** 250 miles (400 km). **Cost:** \$5,000+.

Compact Car

Compact cars were often considered an economical necessity before the Wave, but now that zombies have overtaken the land they can be more desirable by some than larger, roomier vehicles. Compact cars have a huge advantage in that they can squeeze through small gaps and openings but still have the capacity for carrying cargo. While space may be limited, size and agility can be much more important, especially if one is trying to navigate through zombie-infested city streets.

Intended Number of Passengers: 4

Maximum Number of Passengers: 6

A.R.: 7. **S.D.C.:** 300. **Speed:** 110 mph (176 km). **Range:** 350 miles (560 km). **Cost:** \$18,000+.

Mid-Size Sedan

The standard sedan is probably the most common car found abandoned on the streets of the world's roads. Mid-size sedans have more head and leg room than compact cars, and feature full-sized trunks. Some versions have two doors, others four. Their added weight also means they have a greater impact when used to plow through crowds of zombies.

Intended Number of Passengers: 5

Maximum Number of Passengers: 6

A.R.: 8. **S.D.C.:** 360. **Speed:** 120 mph (192 km). **Range:** 300 miles (480 km). **Cost:** \$19,000+.

Full-Size Sedan

Sometimes referred to sarcastically as "boats," full-sized sedans are big cars with wide interiors and heavy construction. In style for decades, their popularity only began to slip when fuel efficiency became a higher priority than comfort. Full-sized sedans can squeeze extra passengers inside and are typically robust, heavy vehicles that don't slow down at all when impacting a zombie, especially at full speed.

Intended Number of Passengers: 5

Maximum Number of Passengers: 8

A.R.: 8. **S.D.C.:** 450. **Speed:** 120 mph (192 km). **Range:** 250 miles (400 km). **Cost:** \$24,000+.

Note: Luxury Sedan: Luxury sedans feature leather seats, high-quality audio systems and neat extras like dashboard computers or sunroofs. While their elegance doesn't mean much during the reign of the dead, the sunroof can be extremely useful. Most luxury sedans have also been well-maintained by their owners, another factor to keep in mind when selecting a vehicle.

Same stats as above, except for: **A.R.:** 9. **Cost:** \$48,000+.

Sports Car

Sports cars are fast and powerful, but have limited room for carrying passengers or cargo. For speed and stealth, sports cars are great, but they are not quite as well suited for running over hordes of zombies. Sports cars are best used outside of cities where they can take advantage of their raw speed, provided there is open road available.

Intended Number of Passengers: 4, (2 for 2-seaters).

Maximum Number of Passengers: 5, (3 for 2-seaters).

A.R.: 7. **S.D.C.:** 290. **Speed:** 120-180 mph (192-288 km). **Range:** 200 miles (320 km). **Cost:** \$38,000+.

Minivan

Minivans make excellent anti-zombie vehicles. They ride higher than cars and have greater carrying capacity, all without sacrificing speed. The sliding side doors found on virtually all minivans are also a handy feature, good for quickly bailing out of the van or pulling off last-second rescues. Many minivans also have roof-mounted cargo racks, very useful when trying to carry supplies, and can be easily modified for additional rooftop cargo or a roof-mounted weapon or escape hatch.

Intended Number of Passengers: 7

Maximum Number of Passengers: 9-10

A.R.: 9. **S.D.C.:** 350. **Speed:** 120 mph (192 km). **Range:** 350 miles (560 km). **Cost:** \$22,000+.

Full-Sized Van

Full-sized vans are big, squared-off vehicles that have a lot of carrying capacity. Some of them are personal automobiles, fitted with plenty of seating. Others are delivery vans or work vehicles and have benches or open interiors. Vans are useful because they can be used to haul supplies but are still small enough to navigate through zombie hordes and city roads blocked off by abandoned vehicles. They are also easy to reinforce with armor or modified to carry passengers.

Intended Number of Passengers: 2-8

Maximum Number of Passengers: 12

A.R.: 10. **S.D.C.:** 400. **Speed:** 120 mph (192 km). **Range:** 200 miles (320 km). **Cost:** \$20,000+.

Jeep (4 wheel Drive)

Off-road jeeps are a godsend to survivors of the zombie scourge. While most cars today are designed only to operate on roads, jeeps and other 4x4s have trail capabilities. They are small vehicles, though, and sometimes the only protection between the passengers and the outside is the leather convertible top that certain models come with. Open vehicles allow passengers to shoot at zombies or hold them off with melee weapons, however.

Intended Number of Passengers: 2-4

Maximum Number of Passengers: 4-6

A.R.: 9. **S.D.C.:** 300. **Speed:** 120 mph (192 km). **Range:** 400 miles (640 km). **Cost:** \$26,000+.

Sport Utility Vehicle (4 Wheel Drive)

SUVs combine the features of a jeep with the capacity of a minivan. They ride high and have good clearance, but are notoriously quick to drain the gas tank. Many modern SUVs come with sunroofs that can be used as entrance hatches and firing points for armed passengers.

Intended Number of Passengers: 7

Maximum Number of Passengers: 9

A.R.: 10. **S.D.C.:** 310. **Speed:** 120 mph (192 km). **Range:** 200 miles (320 km). **Cost:** \$24,000+.

Small Truck/Pickup

The same thing that make pickup trucks so versatile in civilian life also makes them good for anti-zombie purposes. Weapons can be mounted in the back in order to create a “mechanical,” popular in 3rd world improvised fighting forces, or the bed can be left open to accommodate cargo and passengers.

Intended Number of Passengers: 2-3

Maximum Number of Passengers: 3-5. Up to 7 additional passengers can also fit in the bed of the truck.

A.R.: 8. **S.D.C.:** 300. **Speed:** 120 mph (192 km). **Range:** 300 miles (480 km). **Cost:** \$18,000+.

16 Foot Truck/Camper (small RV)

16-foot trucks are large, tough delivery vehicles, perfect for carrying supplies. For Survivors on the move, though, it doesn't get much better than a camper or RV. The vehicle doubles as a home, and without traffic laws, passengers can ride inside the camper at all times and stop where they please.

Intended Number of Passengers: 2-3

Maximum Number of Passengers: 3-5. Up to 10 additional passengers can fit in the back of the truck if it is not carrying cargo. Conditions will be cramped, and not suited for traveling any long distance. 6 passengers can fit comfortably.

A.R.: 9. **S.D.C.:** 400. **Speed:** 120 mph (192 km). **Range:** 200 miles (320 km). **Cost:** \$29,000+.

24 foot Truck/Recreational Vehicle (RV)

Full-sized trucks and RVs are like smaller trucks, only with greater size and capacity. Maneuvering them through city streets is a challenge, however, and the larger the vehicle the greater the chance that it will become immobilized permanently.

Intended Number of Passengers: 2-3

Maximum Number of Passengers: 3-5. Up to 16 additional passengers can fit in the back of the truck if it is not carrying cargo. Conditions will be cramped, and not suited for traveling any long distance. 10 passengers can fit comfortably.

A.R.: 10. **S.D.C.:** 500. **Speed:** 120 mph (192 km). **Range:** 190 miles (304 km). **Cost:** \$45,000+.

Semi-Truck (Cab Only)

18-wheeler semi-trucks are immense vehicles, definitely not suited to going off road. Cutting loose the trailer and just taking the cab, however, and one is left with an extremely powerful diesel engine and comparatively little weight to drag around. Semi-cabs ride very high, too, a great feature when one is trying to drive through a crowd of zombies.

Intended Number of Passengers: 2-3

Maximum Number of Passengers: 3-5

A.R.: 14. **S.D.C.:** 600. **Speed:** 120 mph (192 km). **Range:** 400 miles (640 km). **Cost:** \$90,000+.

Semi-Truck with Trailer

Semi-cabs are powerful, to be sure, and the trailers they pull behind them are capable of carrying a large amount of goods or people. A semi-trailer can hold very much and can be used as rolling forts by those with access to the top from inside or shooting out of firing ports. However, the truck is slow to start and stop with a full load, and even when pulling the trailer, and does not handle well off-road. **Note:** A semi-truck with trailer or only the cab is big enough and strong enough to smash through obstacles and push smaller cars and vehicles off the road to clear streets and highways, but may damage the truck if not careful. (Find a Wheelman to do the job.)

Intended Number of Passengers: 2-3

Maximum Number of Passengers: Up to 40 additional passengers can fit in the trailer of the semi if it is not carrying cargo. Conditions will be cramped, and not suited for traveling any long distance. 20-30 passengers can fit comfortably.

A.R.: 14. **S.D.C.:** Cab: 600, Trailer: 250. **Speed:** 100 mph (160 km). **Range:** 400 miles (640 km). **Cost:** \$200,000+.

School Bus

School buses are common, familiar modes of transportation. Compared to cars, they are also huge, heavy vehicles that can use their weight and mass to smash through obstacles. The biggest advantage, however, is their ground clearance, which makes it difficult for zombies to cling to the vehicle and keeps the windows safely out of their reach. Most buses also have a rear door and at least one hatch leading up to the roof, providing some options for anyone who has gotten their bus stuck in a crowd of zombies.

Intended Number of Passengers: 36-48

Maximum Number of Passengers: 60

A.R.: 10. **S.D.C.:** 500. **Speed:** 100 mph (160 km). **Range:** 250 miles (400 km). **Cost:** \$50,000+.

Long-Distance Coach/Greyhound Bus

Larger than school buses, coaches are made for long-range highway use. They provide more space for their passengers and also have an onboard bathroom. Coaches often ride even higher than school buses and have cargo compartments underneath the seats. Unfortunately, the compartments can only be accessed from outside the bus when it is safely stopped.

Intended Number of Passengers: 54-60

Maximum Number of Passengers: 70

A.R.: 11. **S.D.C.:** 600. **Speed:** 100 mph (160 km). **Range:** 400 miles (640 km). **Cost:** \$100,000+.

Farm Tractor

Tractors are indispensable pieces of farm equipment. In addition to their ability to plow soil and pull trailers, they can also be fitted with various tools like dozer blades, threshers and the like. Modern “high-speed” tractors are capable of decent road performance as well, and any tractor’s giant tires can grind up zombies that get in the way. A tractor has immense pulling capacity (up to 35 tons) for dragging trailers behind it.

Intended Number of Passengers: 1-2

Maximum Number of Passengers: 3-6

A.R.: 12. **S.D.C.:** 500. **Speed:** 45 mph (72 km). **Range:** 50 miles (80 km). **Cost:** \$35,000+.

Bobcat/Mini-Dozer

Commonly rented out for landscaping purposes, mini-dozers are small, one-man construction vehicles. While they may not be big, they can accommodate a wide range of tools and have driver’s compartments enclosed by protective steel bars or plexiglass that keeps zombies at bay.

Intended Number of Passengers: 1

Maximum Number of Passengers: 2

A.R.: 11. **S.D.C.:** 400. **Speed:** 30 mph (48 km). **Range:** 20 miles (32 km). **Cost:** \$30,000+.

Bulldozer

A full-sized bulldozer is much more powerful than a mini-dozer and capable of pushing much more weight. Bulldozers can be used to move derelict cars out of the way or to shovel piles of bodies to the side. They can also shove their way right through crowds of zombies, their dozer-blade cutting a bloody path.

Intended Number of Passengers: 1

Maximum Number of Passengers: 2

A.R.: 14. **S.D.C.:** 650. **Speed:** 30 mph (48 km). **Range:** 20 miles (32 km). **Cost:** \$45,000+.

Backhoe

A larger piece of construction equipment with a bucket arm, backhoes are earthmoving vehicles. Their digging abilities can help carve trenches and pits, or pile up dirt to create makeshift earthworks and fortifications. If used on zombies, the bucket arm

can be quite a weapon as well, snipping zombies clear in half or bludgeoning dozens of them left and right.

Intended Number of Passengers: 1

Maximum Number of Passengers: 2

A.R.: 12. **S.D.C.:** 500. **Speed:** 30 mph (48 km). **Range:** 20 miles (32 km). **Cost:** \$35,000+.

Industrial Dump Truck

Industrial dump trucks are absolute monsters, the biggest piece of equipment seen even for the giant projects on which they work. Big, articulated dump trucks have tall tires that make it almost impossible for zombies to climb aboard, and their huge truck beds allow them to carry large amounts of virtually anything and then dump it quickly. For disposal of zombie bodies, dump trucks are a useful tool. As group vehicles, they can squeeze 20-30 people in the bed of the truck as well.

Intended Number of Passengers: 2-3

Maximum Number of Passengers: 5. Up to 30 additional passengers can fit in the back of the truck if it is not carrying cargo. Conditions will be cramped, and not suited for traveling any long distance. 15 passengers can fit comfortably.

A.R.: 12. **S.D.C.:** 750. **Speed:** 45 mph (72 km). **Range:** 190 miles (304 km). **Cost:** \$150,000+.

Armored Car

Banks and security companies use armored cars all the time to deliver payrolls, service ATMs and collect cash. They are much more common than military vehicles, or even really big construction equipment like industrial dump trucks. Armored cars most likely already have gun ports, and definitely have professionally installed armor that is superior to anything that a rag-tag group of Survivors can achieve on their own.

Intended Number of Passengers: 2-3

Maximum Number of Passengers: 5. Up to 8 additional passengers can fit in the back of the truck if it is not carrying cargo. Conditions will be cramped, and not suited for traveling any long distance. 4 passengers can fit comfortably.

A.R.: 14. **S.D.C.:** 800. **Speed:** 80 mph (128 km). **Range:** 190 miles (304 km). **Cost:** \$80,000+.

Vehicle Fuel Tanks

Fuel tanks differ greatly depending on the size of the vehicle, make, model and manufacturer. Cars and light trucks also use far less fuel than things like buses and semi-trailers, and as a consequence, have much smaller fuel tanks.

Siphoning gas from the fuel tanks of abandoned cars is the most common source of gasoline after the Zombie Apocalypse. Simple hand-pumps are popular amongst survivors, but a siphon can be made from almost any length of tubing. Sucking the air out of the end of the siphon creates a vacuum, drawing fuel into the tube and starting a continuing process that will drain the fuel tank. Getting a siphon going can be hard to do without accidentally taking a swig of gasoline, but survival is worth the price.

Common Fuel Tank Capacities:

Varies with size, make and type of vehicle.

Motorcycle: 3-8 gallons (11.3 to 30.2 liters).

Compact Cars: 10 gallons (37.8 liters).

Cars: Small: 10-12 gallons (37.8 to 45 liters).

Cars: Medium to Large: 14-18 gallons (53 to 68 liters).

Sports Cars/Luxury Cars: 18-25 gallons (68 to 94.6 liters).

Pickup Trucks: 15-30 gallons (56.7 to 113.5 liters).

Light Trucks and SUVs: 15-31 gallons (56.7 to 117.4 liters).

Large Trucks and Buses: 30-45 gallons 113.5 to 170.3 liters).

Semi-Trucks: 80-100 gallons (302.5 to 378.5 liters), and most semi-trucks have a second tank of equal size.

Gasoline/Fuel Preservation Table

01-30% Well Preserved: The gasoline has been stored inside a relatively new and well maintained vehicle's fuel tank and is still perfectly good. It may also be gas that someone has added a fuel stabilizer to, increasing its shelf life. The gas could have also been stored in an underground tank in good working order or a gas can that has been carefully sealed and filled. Works like any other gas with no adverse effects on the vehicle.

31-60% Stable: Stable gasoline has been stored well but has also sat for a long time. Maybe an air pocket was trapped inside the fuel tank or the tank itself is slowly beginning to corrode. Stable gas will work just fine, but reduces the vehicle's overall speed by 10%.

61-80% Usable: Usable gasoline is still viable as a vehicle fuel. It has been stored in the fuel tank of an older vehicle or one that is rusting away. It could be kept in a fuel tank only designed for temporary use or some sort of improvised storage method. It will take 1D4 melee rounds to start a vehicle filled with gas of this quality. Overall vehicle speed is also reduced by 20%.

81-90% Deteriorated: Deteriorated gas is not recommended for use inside a vehicle. It does still have some viability left in it, but will only power the engine for 2D6 miles (3.2 to 19 km), before stalling out. It will take 1D4 minutes to prime the engine or wait for the ignition to work. The car will travel 1D6 miles (1.6 to 9.6 km) after that before finally dying for good. Deteriorated gas is still flammable, however, and can be used to burn bodies or make Molotov cocktails and other home-made flame weapons.

91-00% Stale: Stale gasoline will not function in a normal car engine. It has been left sitting for too long in improper storage conditions. Stale gas is only good for starting fires and burning bodies, and burns too slow for use in Molotov cocktails.

Alternative Fuels

Gasoline and diesel are the most common types of vehicle fuel in America, but propane, kerosene and natural gas are all used for a variety of purposes. There is also ethanol, alcohol and cooking oil, any of which can be used as fuel in certain vehicles.

Ethanol: Corn ethanol is popular in America, (the world's largest corn producer) and ethanol made from sugar cane is so prevalent in Brazil that it is threatening to eclipse gasoline. The beauty of ethanol is that it can be produced using normal fermentation, like moonshine. No refining process or massive industrial facilities are necessary to turn it into fuel. Ethanol is essentially grain alcohol, and it can be made from a variety of different substances like corn and wheat.

Propane: One fuel that does not have to be made is propane. Propane supplies can be found throughout the United States. Most gas stations have a few propane tanks stored outside, and any hardware store or home supply center will have plenty of propane. What most people do not realize, however, is that propane was already in use as a vehicle fuel before the Zombie Apocalypse, and known as *autogas* in certain parts of the world. Almost 200,000 propane powered road vehicles exist in America, and propane is the primary fuel for many *forklifts* and other pieces of light industrial equipment. Propane is easier to find and simpler to use than vegetable oil, and is often overlooked by people who think it is only good for camp stoves, outdoor grills, propane powered heaters and blowtorches. Finding a propane-powered vehicle or conversion kit might give a group of survivors a serious advantage over others, a fuel source that only they can use.

Vegetable Oil/Bio-Diesel: Next to gasoline, diesel and propane, vegetable oil is probably the most common salvageable fuel source. The average fast food restaurant will have approximately 100 gallons (378 liters) of vegetable oil on hand, and there might be even more if there is a collection tank out back. Many restaurants already send their used oil to be turned into bio-diesel, and in the wake of the Zombie Apocalypse, that tradition is proudly continued. Most diesel powered vehicles can be easily converted to run on vegetable oil and some already have the capability even though it is not advertised. The biggest problem with using vegetable oil is keeping it hot during winter, as cold oil can stall the vehicle and make it unusable for the time being. Most systems use a small diesel fuel reserve to heat the vegetable oil, so even this type of vehicle will require at least some diesel fuel be kept on hand. The vegetable oil should be filtered through a piece of cloth or actual filter before use, but is otherwise ready to go.

Souped-Up Vehicles

Vehicles are important for many reasons, but more and more survivors are modifying, armoring and souping-up vehicles to better protect them from zombies as well as for fighting them. Below are the many different types of common and practical modifications made to vehicles in a world where the dead reign.

Improvised Vehicle Armor

Chain Link Fencing: Chain link fences are everywhere in America, making them arguably the easiest armor to find. They only provide minimal extra protection, as zombies can tear through the links given enough time, but are lightweight and quick and easy to attach. +25 S.D.C. per side of the vehicle covered, no speed penalty, -5% piloting penalty when the front windshield is covered.

Wood: It may seem simple and low tech, but nailing or screwing pieces of wood to the exterior of a vehicle provides a tough outer layer, without adding the same kind of weight as solid metal. Wooden boards are easy to find, make and replace. A.R. of 12, +50 S.D.C. per side covered in wood, reduce maximum speed by 10%, and -10% piloting penalty due to the weight, wind resistance, and the front windshield being covered, leaving only narrow slits to see through.



Metal Sheeting/Paneling: Aluminum siding, light metal panels and sheet steel are all tougher than chain link fencing, but will require much more welding to attach and can obscure vision. A.R. of 13, +75 S.D.C. per side covered in metal sheeting, reduce maximum speed by 10%, and -10% piloting penalty due to the

weight, wind resistance, and the front windshield being covered, leaving only narrow slits to see through.

Metal Plates: Automotive body pieces and heavier metal can be found in many auto repair centers and machine shops, and act very much like real armor. Metal plating is heavy, tough and will need a lot of welding to stay in place. A.R. of 14, +100 S.D.C. per side covered in metal sheeting, reduce maximum speed by 20%, and -15% piloting penalty due to the weight, wind resistance, and the front windshield being covered, leaving only narrow slits to see through.

Light Armor: Light armor is the kind of protection found in armored cars and some construction vehicles. It is a specialized material, and cannot simply be built in a machine shop from layers of lighter metal. Military bases, armored car companies and even some police station garages might have light armor around. A.R. of 15, +150 S.D.C. per side covered in metal sheeting, reduce maximum speed by 25%, and -15% piloting penalty due to the weight, wind resistance, and the front windshield being covered, leaving only narrow slits to see through.

Heavy Armor: The heaviest vehicle armor is exclusively found in military bases and maybe in the hands of some Survivalists. This stuff is heavy, and will require a light crane or some kind of rig to get it in place. A.R. of 16, +180 S.D.C. per side covered in metal sheeting, reduce maximum speed by 35%, and -20% piloting penalty due to the weight, wind resistance, and the front windshield being covered, leaving only narrow slits to see through.

Windshield Note: The typical front windshield of most cars will not shatter and fall out in its entirety, but 15 points of damage will smash a hole or punch through it. The entire windshield has 45 S.D.C.

Windows of Cars Note: 12 points of damage will shatter a side window completely.

Extras and Modifications

Extra/Expanded Fuel Tank: One of the simplest and most effective conversions one can do is to replace a vehicle's original fuel tank with a larger version or install a second, backup tank. It isn't easy to find a working gas station with zombies filling the streets, and extra range can make the difference between life and death. Doubles the range/fuel capacity of the vehicle.

Bio-Diesel Conversion: An eco-friendly alternative that was picking up speed before the Wave, "bio-diesel" is a general term for diesel fuel alternatives made from cooking oil/vegetable oil and other organic substances. And while gas stations will eventually be pumped dry and the tanks of derelict cars emptied, few people have bothered to retrieve the cooking grease left behind at countless restaurants, fast-food joints and concession stands. Filter the grease through a piece of cloth and it's ready to go. Cars that have been converted to run on bio-diesel can also run on normal diesel, ethanol and even strong alcohol mixes. As gasoline supplies run out, the only people on the road will eventually be those using alternative fuels.

Snow Chains or Snow Tires: In winter weather, snow chains or snow tires can mean the difference between being stuck in a snowdrift and easily climbing out of it. Snow chains, especially, are quick to install and can be kept in the trunk. And while it may be macabre, snow chains also provide extra traction when driving over piles of bodies and crushing zombies under your tires.

Penalties: -10% to piloting skill and control rolls when driving on dry roads.

Off-Road Tires: Tires designed for off-roading are different than normal tires. They have more rugged construction and their tread includes knobs or patterns that dig into dirt and mud. Off-road tires have become absolutely essential since the Zombie Apocalypse, as even driving over lawns and landscaping counts as off-roading. Half the penalty to the piloting skill when driving over rough terrain.

Gun Ports: Gun ports are simple slots cut in the walls or extra metal sheeting of a vehicle. It enables the driver and passengers to fire out at zombies or attackers. While anyone can roll down a window and shoot out of it, gun ports are small enough that they don't expose the shooter to return fire. Even more important, they are too small for a zombie to climb through, though they *might* be able to stick an arm in and reach about for victims.

Snorkel Air-Intake System: A snorkel channels the vehicle's air intake to a point hopefully above the water level. Where a normal car might stall out in just a few feet of water, a snorkel system allows the car to drive almost completely submerged. As long as the snorkel is above water and the passengers aren't drowning, progress can be maintained. For game purposes, consider the snorkel's height equal to the maximum height of the vehicle.

Winch: A winch is a length of tough wire, cord or rope attached to a heavy-duty central spool. The spool is connected to a hand-crank or is powered by the vehicle itself, and can exert an extreme amount of force on the line. When wrapped around a secure object, the winch can be used to pull the vehicle out of seemingly hopeless situations. The winch can also be attached to another vehicle and used to pull it out of a ditch or stuck position. The winch could be attached to a locked door as well and the vehicle used to pull it off its hinges.

Hydraulic Suspension: Made famous by rappers and gangsters, hydraulic suspensions allow the vehicle to raise and lower itself relative to the ground. If used properly, a hydraulic suspension system can even make the car bounce and jump, quite a surprise for any zombies trying to grab hold. Slightly more practical, raising the car's body up makes it harder for zombies to climb onboard and helps avoid running over and hurting the undercarriage with debris and dead bodies. Adds 2-3 feet (0.6-0.9 m) to the overall height of the vehicle.

Extra Seats: Some cars have space for adding a pair of fold-down seats or a rear section that can fit passengers. But with no road regulations or organized law enforcement since the Wave, many Survivors and Wheelmen have simply added extra seats or just hand-holds to the top or sides of their vehicle. Two extra seats can be added to cars, SUVs and jeeps, 4 to pickups and larger vehicles, 8 to buses and semis with trailers.

Spotlight: On an anti-zombie vehicle, spotlights provide illumination for seeing at night and picking out the undead, and can confuse zombies when pointed right in their eyes. Zombies under the spotlight's glare are -1 to strike. The light can also be used as a signal device or to indicate areas where zombies are hiding to shooters with long-range weapons.

Weapons and Defenses

Ram-Prow/Dozer Blade: A heavy-duty snowplow or actual piece of earthmoving equipment is mounted on the front of the vehicle. Makes the vehicle immune to damage taken by ramming

other vehicles, zombies or people. Damage: A Ram-prow does an extra 5D6+6 damage in ram attacks.

Bow Blade: A wide, flat blade is mounted on the front of the vehicle. Zombies impacted will be split in half, turning many of them instantly into Crawlers. Increase ram damage by 25% and there is a 50% chance of instantly chopping any zombie struck in two. Half of the zombies split by a bow blade will become Crawlers, sliced into pieces but still unwilling to give up.

Pallet Fork: A pallet fork is a two-pronged lifting system like those found on the front of forklifts. When used to ram zombies, the two forks stab right through the undead. They can also be used to impale other vehicles, stopping them cold and maybe piercing through to those inside. Damage: +3D6 ram damage and a 10% chance of puncturing other vehicles and hooking onto them until the ramming vehicle reverses and pulls out of the pallet fork.

Mower: Mowers are only really useful against zombies that are already on the ground. Crawlers, in particular, will be ripped to shreds, as will zombies that have fallen or are laying prone to the ground. The mower blades are covered, however, which lets zombies use the mower as a step to get on top of the vehicle. Damage: Any Crawler or zombie on the ground takes 6D6 S.D.C. damage from the mower.

Cutter or Brush Mower: Brush mowers are like normal mowing attachments, only designed to deal with tough, tall bushes and scrub. They deal even more damage to zombies (1D6x10 for a targeted ram) and can slowly grind their way through a zombie wave if the driver knows what he is doing. 5D6 damage to any zombies struck by the vehicle, and an additional 3D6 damage per melee round to any that do not run or get out of the way. **Note:** Wood chippers can be a good way to dispose of zombie bodies and making sure they are destroyed, but make a mess. Likewise, pushing a zombie into a wood chipper makes short work of the monster.

Hydraulic Breaker or Drop Hammer: Used to smash concrete and other tough materials, breakers and drop hammers will absolutely pulverize any zombies that get in the way. While they don't affect as large an area as mowers, they will deal 2D4x10 damage to any zombie or vehicle directly in front of the tool. (-2 to strike when trying to target an individual zombie, difficult to line up. Cannot be used against vehicles.)

Trencher, Brush Saw or Auger: Trenchers are basically giant chainsaws used to cut into lawns and earth. Brush saws are circular saws mounted sideways and used to cut through small trees, bamboo and other plants too tough for brush mowers. Augers are large drills used to make guide holes, slots for fence-posts and perform other landscaping tasks. When mounted on the front of a vehicle, they make great weapons. Zombies take 1D6x10 damage when specifically targeted by the weapon, and any zombie hit by the vehicle takes 4D6 S.D.C. damage from partial contact. The metal of vehicles is more resistant and only takes 5D6 damage from a direct hit. There is also a 10% chance that ramming another vehicle will damage the weapon itself, cutting down the damage it inflicts to only 25% of normal as the power is cut and the blade or drill misaligned.

Defensive Flamethrower: Pioneered as an anti-theft device in South Africa, many zombie survivors have also discovered how effective small flamethrowers can be in keeping people/zombies away from the sides of one's car. When activated, the defensive flamethrower shoots out short-range gusts of fire, consuming any nearby zombies. The fire is an effective deterrent against human

car-jackers as well, lighting their clothing and setting hair ablaze. Anyone or anything within six feet (1.8) of the car sustains 5D6 damage (double to zombies), and clothing and combustible material will catch fire; zombies will part or stand back for 4D4 seconds. The flamethrower requires a special fuel tank, usually one or two gallons, and will go through about 1/2 of a gallon of gas/diesel per use.

Mounted Machine-Gun: For serious zombie infestations, sticking guns out a vehicle's windows is simply not enough. Machine-guns are heavy, awkward weapons, but mounting them on a vehicle and using it to support the weight of the weapon and its ammunition will alleviate those difficulties. Light machine-guns can be mounted on any vehicle, but for a large, heavy machine-gun like a .50 caliber, something more robust is necessary, such as an SUV, pickup truck or Humvee. Many cars have sunroofs, and these can often be used like hatches on tanks and APCs. Machine-guns fire a lot of bullets, however, and conserving ammunition will be a real chore. See the weapons section of the **Dead Reign® RPG** for range and damage.

Vehicle Driving & Combat Rules

Control Rolls

The roads of America are not the same safe, open travel lanes they once were. Abandoned cars are everywhere, along with crashed aircraft, overturned trucks and military vehicles that ran out of gas. With no more road crews to tend to them, America's roads are also falling apart, potholes and cracks expanding all the time. Going for a casual Sunday drive is no longer an option, as zombies stalk the open roads as well.

Control Rolls. In extreme driving situations, the driver must attempt to maintain control of their vehicle. To avoid losing control the character must roll against their Pilot skill. Thus, when a sentence states, requires a control, it means the character must roll under his piloting skill to maintain control. A failed roll means losing control, having to stop or crashing.

Control Rolls must be made for each of the following situations:

Exceeding Cruising Speed: Anytime a driver exceeds the Cruising Speed for the vehicle (75% of listed speed, 90% for race cars) there is the danger of losing control. Every melee round of excessive speed requires a Control Roll. Does not affect highway travel.

Exceeding Road Speeds: Going too fast on back roads or trails is dangerous no matter how well built the vehicle is. Any travel over 75 mph (120 km) on a back road, or over 45 mph (72 km) on a trail, requires a Control Roll. This is not the case with highways; a vehicle can travel all the way up to maximum speed on a highway without rolling for Control.

Exceeding Maneuver Speed: Every turn, swerve or lane change while exceeding Cruising Speed or road speed requires another Control Roll with a -12% penalty.

Driving in Reverse: Attempting to drive in reverse at any speed over 25 mph (40 km) requires a Control Roll with a -30% penalty.

Poor Road Conditions: Requires a Control Roll with a -20% penalty. This can include anything from rain to steep inclines, to weathered asphalt or zombie bodies. See the Road Quality and Obstacle table below.

Avoiding Obstacle: Swerving around any object requires a Control Roll, no penalty. If the swerve or dodge involves leaving the road and driving on the grass/dirt then the penalty is -30%. See the Road Quality and Obstacle table below.

Optional Loss of Control Table

The Game Master or player should roll on the following table every time a character fails a Control Roll. Roll percentile dice.

01-10 Pothole: The vehicle slams into something and rebounds. Or, just as likely, the vehicle bottoms out, smashes the underside into broken pavement or a pothole. Vehicle takes 4D6 points of damage to S.D.C. and speed is reduced by 10%.

11-25 Out of Control: The vehicle skids out of control. Ends up off the road, in a ditch or in some other embarrassing situation. Stuck for 1D4+1 minutes.

26-44 Stall: Forced to make a sudden stop, the car stalls out. Getting it going again takes 2D6 melee rounds.

45-76 Skid: Skid out of control and into an object. The vehicle takes half normal damage from this minor crash. Speed is reduced by 15%. See Crash and Damage rules.

77-90 Crash: Skid out of control into an object. The vehicle takes full damage and occupants take half damage. Speed is reduced by 25%. See Crash and Damage rules.

91-97 Totaled: Vehicle crashes and is totally destroyed. Occupants take full damage. The vehicle is undrivable.

98-00 Roll and Burn: The vehicle goes completely out of control and rolls over 1D6 times. Vehicle takes double damage, occupants take normal damage. In 2D6 melee rounds, the vehicle's fuel tank will explode, torching anyone remaining inside. See Crash and Damage rules.

Vehicle Combat Rules

Crash and Damage Rules

By Erick Wujcik, modified by Matthew Clements for use in **Dead Reign®**.

Driver & Passenger Damage

Anyone not wearing a Seat Belt must roll to see if they are thrown clear in an accident. With percentile dice, a roll of 26% or higher indicates the character bounces around inside the vehicle and takes double damage. If the roll is under 01-25%, then the character is thrown clear and bounces around outside, taking 2D6 damage for every 10 mph (16 km) of vehicle speed.

Characters wearing Seat Belts or other restraining straps limits damage to 1D6 for every 20 mph (32 km). The addition of a crash helmet and specially padded, asbestos suit reduces the damage by half.

Motorcycle crashes are even more deadly. With helmet and leather body covering, or some kind of protective garments, the



character(s) takes 1D6 for every 10 mph (16 km). Without helmet or protective garments: 2D6 per 10 mph (16 km).

Lucky Fall: With all vehicles, motorcycle, car, van, truck, etc., there is a slim chance that each passenger and driver will be thrown clear and luck-out with only minor damage even in a terrible crash. *Roll Percentile Dice:* 1-20 Lucky Fall, 2D6 total damage. 21-00 full normal damage.

Controlled Crashes

If the driver realizes that a crash is inevitable, he can try to minimize the amount of damage by aiming for the softest surface available. In many cases, this will be bushes, groups of small trees, sand, loose dirt, mulch or gravel. Plants can be especially springy and energy-dispersing, while driving into a single large tree is like hitting a telephone pole. A lot of small undergrowth can absorb the impact of a speeding car with little actual damage. Hay bales, lines of shopping carts, chain link fences and certain other urban features can also soak up kinetic energy much more safely than a brick wall, another vehicle or other hard, solid obstacle.

One way to perform a controlled crash is to intentionally aim for softer objects while fully under control of the vehicle. This is an announced move by the player, and if they can roll 10+ on a D20 they safely perform the controlled crash.

Vehicle Damage

Motorcycle: 1D6 per 10 mph (16 km).

Automobile, Small Truck, Minivan: 1D8 per 10 mph (16 km).

Full-Sized Trucks and Vans: 1D8+1 per 10 mph (16 km).

1/2 Ton Trucks and Buses: 1D10 per 10 mph (16 km).

10 or 16 Wheeler Semi-Trucks: 1D8 per 10 mph (16 km).

Damage is based on relative speed. When something hits a stationary object then the only thing to worry about is the speed of the moving object. When two moving objects meet, whichever

does the most damage will determine the actual damage. Round up in all cases.

Zombie Impact Damage

Vehicle-to-Pedestrian Combat: To deliberately hit a moving object (zombie, animal or person) requires a strike roll from the vehicle's driver. To avoid a vehicle hit/ram attack, the target must make a *dodge roll* greater than the strike roll. Unconscious characters and stationary objects cannot dodge.

Vehicle-to-Pedestrian Damage: Anything hit by a vehicle at 50% speed or above takes full *damage*. However, vehicles themselves also take impact/collision damage equal to half of the damage dealt to the target struck. Vehicles with ram-prows take no damage from human-sized targets and only half of the normal impact damage from impacting other vehicles.

Maneuvers of Note

Dodge: Vehicle-to-Vehicle: In spite of their advanced speed, vehicles have absolutely no bonus to dodge against firearms. Why? Well, first off, a vehicle just isn't as maneuverable as a person, it generally goes in a straight line, and, even on curves, the faster the vehicle is moving the smoother the curve. The other thing to bear in mind is the car's size. However, drivers can dodge attacks from other vehicles. When someone is attempting to cut-off, ram or sideswipe the vehicle then a dodge roll is possible. A vehicle making a dodge can't do anything else in that melee round.

Strike: Vehicle-to-Vehicle: Rolls to strike in vehicle-to-vehicle combat are exactly like ordinary rolls to strike. The only difference is that a vehicle is several targets in one package. Every strike on a vehicle must be "called." The attacker has to specify which target is being attacked: the crew compartment/driver, a turret, or the vehicle itself. "Ramming," or striking one vehicle with another always attacks the vehicle itself. Area effect weap-

ons, like explosives and fire, can attack the vehicle, the turret and the occupant(s). See vehicle combat tactics.

Melee Rounds: Vehicle-to-Vehicle: Avoid the trap of overcalculating the exact number of seconds required for a car going 137 miles per hour (219 km) to catch up with a car going 93 mph (149 km). Remember that, in the real world, things are never that simple! Cars have to swerve and weave, acceleration is never constant and, at high speeds, drivers make mistakes constantly. Just read a newspaper account about a police car chase. Usually the police car is much faster than the criminal's. Even so, the chase can go on for dozens of miles at very high speeds. Keep it simple, if the pursuer is faster, then they will catch up. If the leader is going faster than the pursuer, then it leaves the other car in the dust.

There should only be three possible conditions: One, the cars are neck-and-neck; two, one is behind the other and in firing range; or three, the two cars are too far away for combat.

Another important thing to remember about melee rounds is that the use of a vehicle as a weapon to ram or sideswipe, etc., is limited to *one attack/action per melee round*. So, if the driver has other melee actions left, he or she can use them to shoot out the window, grab a fire extinguisher, or get a cup of coffee, etc.

Vehicle Combat Tactics, Maneuvers & Techniques

The Ram

Ramming is a vehicle-to-vehicle attack where one vehicle attempts to bash into the rear of another. The speed of the ramming/attacking vehicle must be around 10 mph (16 km) more than the vehicle it is attacking. Speeds greater than 10 mph (16 km) above the defending vehicle's constitutes a crash. Use the Crash and Damage rules to determine the damage to both vehicles. Likewise, head-on collisions/rams and ramming stationary objects at speeds over 10 mph (16 km) constitutes a normal crash, damaging all parties. Ramming damage varies with the size of the attacking/ramming vehicle.

Ram Damage

Motorcycle: 4D6

Automobile, small truck, minivan: 6D6

Full-Sized truck or van: 6D8

2 1/2 ton truck or bus: 1D6x10

10 or 16 wheeler/semi-truck: 10D10

Note: The attacking vehicle also suffers damage, but only 1/3 of that which it inflicts on its target. If the ramming vehicle has a ram-prow built onto it the vehicle suffers no damage.

Control Rolls: Immediately after a successful ram, both vehicles must make control rolls. The attacker is -25% and the defender is -40%.

The Sideswipe

When cars are neck-and-neck they can attempt to shove each other off the road. This works exactly like the ram except that damage is half those listed. Control Rolls are the same as for ramming.

The Cutoff

The attacker pulls in front of the defender, cutting off the lane and forcing the defender to either hit/crash or swerve to avoid hitting. The attacker rolls to strike and must make a control roll. A failed strike means the maneuver is unsuccessful/incomplete and can be tried again. A failed control roll means a crash. If the attacker succeeds and the defender fails to dodge (either by missing the roll or by not rolling), then there is a collision. Use the standard Crash and Damage Rules. Control Rolls: The attacker at -30%, and the defender at -25%.

The Block

This happens when the attacker wants to keep the defender in a particular position. A good example is where the cars are neck-and-neck, the right hand car sees an oncoming truck in the left lane and decides to force his opponent to stay in that lane. This same technique can be used to keep one's opponent from passing as well. If the attacker rolls a successful strike, and if the defender does not try to dodge or fails to dodge, then the defender is stuck in that lane until the next melee round.

Neither a Sudden Brake or a Drag Race is good against a Block. To execute a block may require high speeds and/or quick maneuvering, like switching lanes, swerving, etc. Control Rolls should be made for each block/strike maneuver and dodge/evasive action. Standard Control Rolls apply.

The Sudden Brake

When two cars are side-by-side, preferably in different lanes, one of them can attempt to get behind the other by hitting the brakes. Whether or not the braking car actually pulls behind depends on a straight twenty-sided die, initiative roll. Both cars roll. High roll wins. However, the braking car reduces speed by half for one melee round. An unsuccessful Sudden Brake means the opposing car is still side-by-side. Control Rolls must be made with a -15 penalty. **Warning:** Don't attempt to brake with anyone immediately behind you unless you want a collision.

The Bootleg Turn

This is a special maneuver that lets the vehicle completely change direction. The driver turns, slams on the brakes and "fish-tails" the car into the opposite direction. While in the Bootleg the vehicle has no chance to dodge. A Control Roll must be made with a -50% penalty.

Drag Racing

When two cars are neck-and-neck and trying to pull ahead of each other, that's a drag race. The same thing happens when one car is behind another and both decide to speed up. A lot depends on the speed of the vehicle, the higher the better. However, there's a lot more to drag racing than engine performance. The driver's skill and reflexes, as well as raw luck, are just as important.

Rolls for drag racing are made on twenty-sided dice. There are two modifiers. First, each driver can add in the speed of his/her vehicle, with an advantage of +1 on initiative for each 10 mph (16 km) faster than the opponent he or she is traveling. Second, the driver's P.P. bonus can be added to the initiative roll to see if he can pull away before and faster than his opponent.



If both cars were neck-and-neck, then the winner will be way out in front. When one car is trying to overtake another, then winning means catching up and losing means falling way behind. In case of a tie, the cars maintain their current position. A *Natural Twenty* is perfect luck, either leaving a pursuer in the dust or coming up neck-and-neck with a fleeing opponent. **Note:** There is a -5% piloting penalty and a -2 initiative penalty when driving any vehicle for the first time. In other words, if a character just stole a car and is trying to escape in it, he'll have a -5% Control Roll penalty and is -2 on initiative.

Vehicle Damage Table

There is a chance that the vehicle may be crippled from damage by a gunshot or attack with a long-range weapon when the attack penetrates the armor with a strike roll that is over the vehicle's A.R. (Armor Rating), or when the A.R. has been depleted, or on a "Called Shot" followed by a *Natural Twenty* to strike. When that happens, roll on the following table.

01-05% Engine on Fire: Vehicle speed automatically drops by 1D6x10% and the G.M. rolls 4D10; that's how many melee rounds the characters have before the fire spreads to the fuel tank. If they can pull over and extinguish the fire before that, then no further damage will be taken. -20% Control Roll penalty.

06-08% Tire Shot Out: Speed is reduced by one third, and the driver must make a Control Roll at -5% per each 10 mph (16 km) that the vehicle was traveling.

09-14% Frame is Seriously Dented: Alignment problems; reduce overall speed by 25%, and there is a -5% piloting skill penalty.

15-20% Hole in Radiator: Over the next six melee rounds the engine gets hotter and hotter. After that there is a 20% chance, every melee round, that the engine suddenly stops. Steam is pouring out from under the hood, impairing vision; -15% piloting penalty.

21-25% Hole in Brake Line: Brakes don't work anymore. No other problems until the character tries to stop. -30% Control Roll penalty to stop.

26-30% Electrical System Damage: Control panel inside the crew compartment catches on fire. Until the smoke is cleared and the fire is put out, Control Rolls are an additional -30% each melee round, and/or maneuver. All attacks are impossible until the smoke is stopped.

31-35% Steering Damaged: -50% on all Control Rolls.

36-50% Cosmetic Damage: Vehicle loses chrome, paint and trim. Looks bad, but no real damage.

51-60% Lights Knocked Out: Depending on where the shot came from, either the headlights or the brake lights are knocked out. Could be serious at night.

61-65% Exterior Electronics Disabled: Any electronic devices on the outside of the vehicle are destroyed.

66-70% Battery Destroyed: Not a problem right away, but the vehicle can't be started again without a jump or a replacement.

71-75% Alternator/Generator Wrecked: The car stops recharging itself and is running off battery power alone. Works for 6D6 minutes before draining the battery, the engine stops and the vehicle rolls to a stop.

76-85% Transmission Fluid Leak or Damage: Shifting becomes impossible and the transmission starts making hideous grinding noises. Vehicle continues operating for another 4D6 melee rounds before the trans locks up, making steering impossible and the car grinds to a stop.

86-90% Leak in Gas Tank: The vehicle loses one gallon per minute until the fuel runs out.

91-95% Fragments in Driver's Compartment: Roll 2D6 damage to each occupant. Driver makes a Control Roll at -50%.

96-00% No Serious Damage: However, make a Control Roll at -10%.

Optional Critical Damage Table

Use whenever damage from one shot is over 30 points or whenever a Natural Twenty is rolled. This is also useful for when the S.D.C. of the vehicle is all gone. Note: Use as appropriate, as this table may make the game too deadly.

01-15%: Vehicle speed reduced by 25%.

16-20%: Vehicle S.D.C. takes double damage.

21-30%: Steering disconnected! Roll on Control Loss Table.

31-40%: Drive train hit. Car starts rolling to a stop.

41-50%: Carburetor destroyed. Engine sputters out.

51-90%: Roll on Vehicle Damage Table.

91-00%: Gas tank explodes. Roll for crash. Everyone inside takes an additional 6D6 damage.

Road Quality & Obstacle Table (Optional)

On cleared, tended roads, like empty highways, roll every 20 miles (32 km) for an obstacle. Most roads since the zombie outbreak, however, are in rough shape and covered in dead bodies, debris, abandoned vehicles, and wreckage, requiring a roll every five miles (8 km). Back Roads and Trails call for a roll every 10 miles (16 km). During Vehicle-to-Vehicle combat the G.M. may want to roll more often.

01-25% Excellent Conditions. No Problems.

26-30% Broken Pavement. Make Control Roll. Failure means the vehicle's alignment gets messed up; reduce speed by 1D4x10% until the vehicle is repaired.

31-35% Car-Eating Potholes. 2D4 big potholes are difficult to avoid. Make Control Roll at a penalty of -20%. Failure means the vehicle hits one or two, suffers 4D6 damage and reduce speed by 10% until repairs can be made. Until then the vehicle drives with -5% Control Roll penalty.

36-40% Stretch of Dirt Road. -35% Control Roll penalty at speeds greater than 45 mph (72 km). Losing control results in a crash.

41-50% Construction Area or Road Littered with Abandoned Vehicles. Road reduced to one lane for both directions and the driver has to constantly swerve and go around vehicles, burned out cars, and debris (luggage, crates, bodies, junk, etc.). -40% Control Roll penalty at speeds greater than 30 mph (48 km). Losing control results in a crash.

51-55% Bandit Ambush. From 2D4+6 Bandits or Raiders on motorcycles and small vehicles come out of hiding and either attack or announce on a bullhorn to stop, hand over their weapons (or supplies) and no one will be hurt. In the alternative, it may be zombies led by a Thinker or Death Cultist, or twice as many Retro-Savages on horseback.

56-62% Blocked. The road is blocked by an overturned semi-truck, a 2D4x10 car pile up, a stretch of abandoned vehicles that stretches for 3D6 miles (4.8 to 28.8 km), or a mud or rock slide, fallen tree or similar obstacle, making passage impossible. Unless the characters have an all-terrain vehicle then this route is no longer an option.

63-66% Poor Visibility. Fog, rain, snow, or other weather problem, clouds the road for the next 30 minutes. Roll again.

67-71% An Abandoned Gas Station or Truck Stop Ahead. A few cars with their doors open are parked haphazardly outside,

but no one alive seems to be in the area. The fuel tanks at the station are still working if you want to take a risk and stop. 2D6+3 zombies (G.M. can decide on the type) are inside and milling around in the immediate area. Or this could be a farm house or diner, but no gasoline tanks.

72-76% Refugees Need Help. A handful (2D8+2) of desperate survivors are following the road. They may have useful information or goods they can barter, but mostly just want a ride to someplace safe.

77-82% Zombie Swarm Blocks the Road Ahead. 5D6+8 zombies or one Walking Grave fills the road ahead. As soon as they realize people are ahead, the monsters pick-up their pace and begin to moan. Any Fast Attack or Twin Speedster zombies rush ahead to attack.

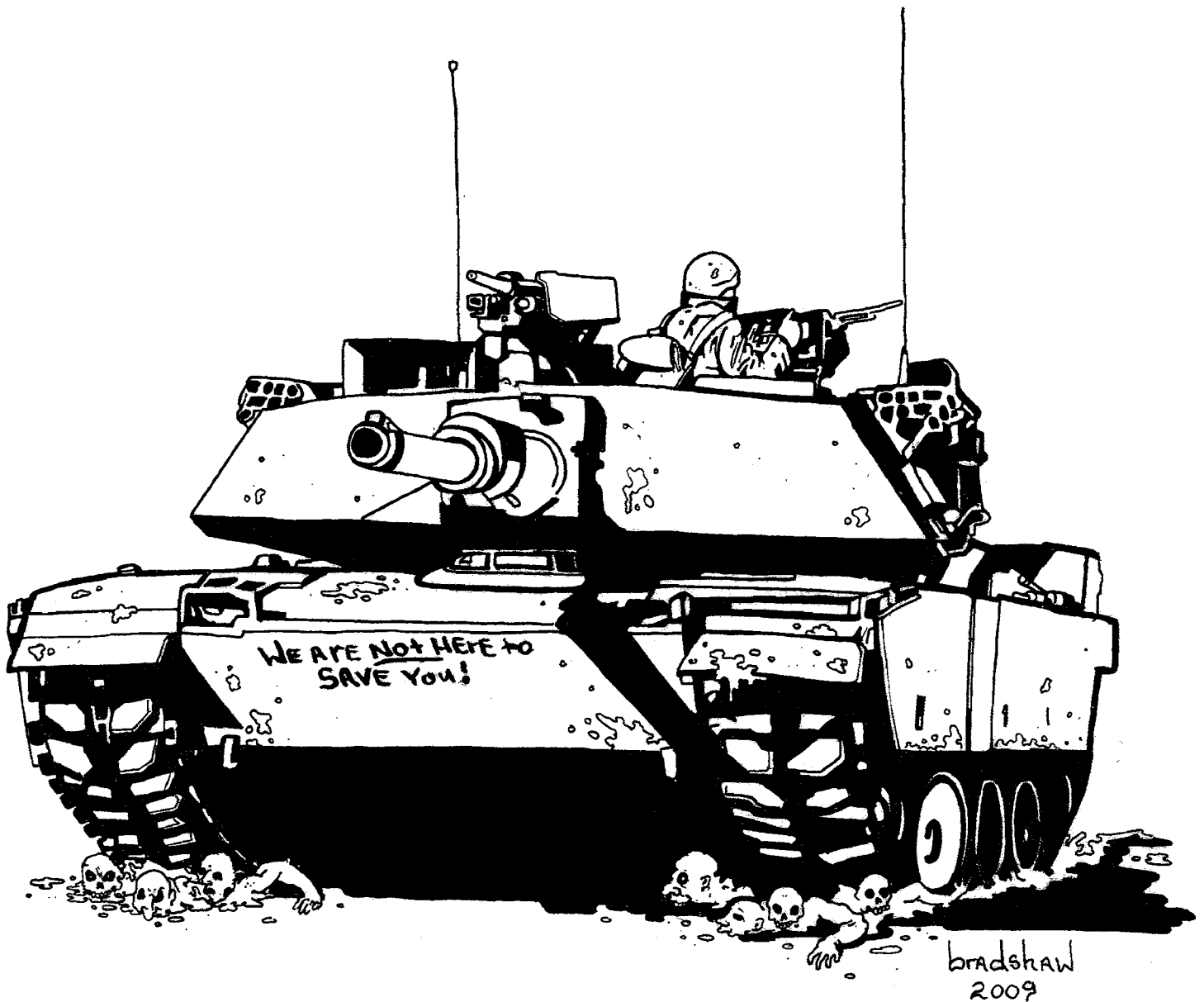
83-85% Survivor Roadblock. A section of the road has been blocked off by opportunists. They wait with guns behind the roadblock, shooting any zombies that approach. Humans that want to pass through must be willing to give up some fuel, ammunition, food or other desirable supplies.

86-88% Military Roadblock. The military or police have blocked off the road (or it is blocked by a pile up of vehicles), still convinced that they can hold their position against the zombies. No one is allowed through, for their own safety. The soldiers/cops will open fire on anyone that tries to run through the blockade.

89-90% Road Ends in a Hole. A giant crater has been blasted in the road where a tank fired on a group of zombies or a semi-tanker full of gas exploded. The sudden hole in the pavement is unexpected and difficult to spot from far off. Control Roll with a -20% penalty. Any vehicle that falls into the hole is stuck in it. Stopping in time, there is a patch off road that looks passable at speeds under 10 mph (16 km), even in SUVs or jeeps.

91-95% Light Zombie Presence. A few Slouchers and Crawlers (1D6+2 total) are out "walking" down the road. There aren't enough to really block traffic, but they are a nuisance, and can be dangerous if struck at high speeds. Slow down too much, however, and the zombies give chase or cling on to passing vehicles. Make a Control Roll to avoid more zombies every mile (1.6 km) for 4D6 miles (6.4 to 38.4 km).

96-00% Heavy Zombie Presence. Hundreds of zombies (a mixed group) are using the road/highway as a man-made trail. Zombies are spread out everywhere, walking and running around, looking for survivors in cars, but so numerous (3D4x100) for a 1D6 mile (1.6 to 9.6 km) stretch, that avoiding them is impossible. The zombies punch and grab at passing vehicles, some clinging on tight. Traveling at speeds greater than 35 mph (56 km) inflicts a -30% Control Roll penalty, and this not a time you want to be involved in a crash or lose your car! And there is one point, mid-way through the swarm, that there is a group large enough to block the entire road, except for a tight spot along the shoulder; 2D6+16 zombies. Plowing through them is not an option as damage to the vehicle could be disastrous. Going slow (5 mph/8 km) enables the vehicle to push through the crowd, but the monsters pummel and kick the vehicle(s), 1D4 will manage to jump or climb onto the vehicle and hang on to it for an additional 1D6 miles (1.5 to 9.6 km) until they finally fall off or smash their way inside.



Military Units after the Zombie Apocalypse

By Julius Rosenstein

Author's Note: Many of the terms used (particularly those relating to unit sizes and various titles of rank) are based upon and/or geared toward the *United States Army*. Some adjusting may be necessary for adapting this section to other branches of the military (i.e. the Navy, the Air Force, etc.) or for military services of other countries.

For game purposes, groups that are not actively serving in an organization that is primarily answerable to military authority are considered to be "civilian." **Police**, even SWAT team members,

may maintain military-type procedures and equipment and even refer to regular people as "civilians," however, they themselves are ultimately under the control of *civil authority*. **The National Guard** and paramilitary organizations would normally also be considered as "civilian." However, when the National Guard units were called to "active duty" during the outbreak of the Zombie Apocalypse, they fell under the military chain of command, making National Guard units military units.

The Military Advantage, Post-Apocalypse

The Zombie Apocalypse was devastating to mankind; virtually all of the infrastructure of civilization was destroyed. However, scattered here and there are remnants of the pre-Apocalypse world.

First responders, the military and other emergency personnel were hit hard during the Wave. Institutions like police, firefighters, emergency medical response and the military sent their peo-

ple and equipment into harm's way in a desperate (but ultimately futile) attempt to stem the tide of the undead pandemic that destroyed virtually everything in its path.

Being on the front lines during the crisis, and not yet fully knowing what to expect ultimately proved to be the downfall of many rescue personnel. However, despite the difficulties they faced and the odds against them, it is possible that some groups may have survived. Many of the most likely survivors would have been from the military.

The military advantage. Military personnel have certain advantages over their civilian counterparts that could drastically increase their chances of surviving a disaster such as the Wave.

First, there is their equipment. With the possible exceptions of the rare police SWAT team or (even less likely) a security team for a large corporation or criminal organization, military units are better armed and equipped than all survivor groups. The term "military-grade hardware" is not just a catchy phrase. It refers to weapons that are not available to "civilians" and often have superior range, faster rate of fire, greater stopping power and more accurate targeting than their civilian counterparts. Furthermore, military "hardware" includes hand grenades, explosives, bombs, rocket launchers, body armor, combat gear, special equipment (radar, field radios, etc.), combat vehicles, combat aircraft, combat water vessels, ammo depots and fortified military bases.

The (relative) scarcity of such weapons outside of military hands is not only due to lack of available resources (as most military-grade weapons are expensive; often too expensive for many groups to afford) but also due to legal constraints. Military grade weapons are *illegal* for private citizens/non-military personnel to own, even if they possess the necessary resources or connections to get them. Military weapons obtained through the black market or other illicit channels are subject to confiscation by the government and those who have them face criminal charges. World governments have been known to apply a variety of sanctions and penalties to owners of such forbidden weapons, so most average citizens forgo acquiring such armament.

The second factor favoring the survival of the military is their chain of command. Although many civilian groups will have a pecking order, either informal or established, military units, by their very nature, need to know who is in charge at any given time. Since everyone in the military holds some sort of rank, the issue of leadership is very seldom in question. Thus, in a crisis situation, the rank and file know who to look to for orders, and the leader knows that it is his or her responsibility to determine the group's course of action.

A third factor is *esprit de corps*. This is the intangible quality applied to the morale of a group and covers such factors as willpower, obedience, and self-discipline. Going into battle against adversaries who want to kill you is not generally considered to be a natural action. However, throughout the centuries, armed forces have trained their people to do this. To achieve this requires developing the *discipline* to hold one's ground and fight when one's natural instinct is to get as far away as possible.

Esprit de corps takes this a step further in that it asks its soldiers to not only hold their ground, but to triumph against their opposition. Veteran military units throughout the years have developed this spirit and have managed to achieve difficult, and sometimes near-impossible, tasks. Given that facing *undead zombies* can be even more terrifying than fighting living foes, sometimes a unit's *esprit de corps* may be all that keeps it from being routed in terror.

A fourth factor is specialized military training and real world combat experience. All soldiers go through some sort of "boot camp," a dedicated training period where they do physical training, are educated in military tactics and techniques and are instructed in the use of weapons and special equipment. After boot camp, soldiers, marines, sailors and airmen are all sent out for secondary training in their *Military Occupation Specialty* (M.O.S.), their specific job within the military. An individual soldier may be trained in anything from public relations to field medicine, to computer repair, to heavy weapons operation, but is most likely an *infantryman*, *vehicle crewman*, *weapons platoon member*, *maintenance technician*, *military police* or *engineer*.

Many service members are *veterans* of one or more tours of duty in Iraq and Afghanistan, or other places of military conflict, and have actual combat experience. Veterans know what it is like to fight enemies that shoot back and use bombs and booby-traps, and have learned lessons about the battlefield that cannot be taught in any classroom, training exercise or simulation. Combat veterans and long-time service members also cross-train, learn other useful skills and can often step into several different combat roles like radioman or machine-gunner if the need presents itself.

Size matters. Unit strength plays a role as well. One of the most fundamental factors determining *the purpose* and *operational tactics* of any military unit is *its size*. Obviously, larger units are probably more formidable and so have less reason to fear (normal) enemy forces. Large units tend to be more intimidating and are capable of attempting more ambitious projects. Conversely, smaller units are easier to conceal, require fewer resources to function, are more mobile, and often have to maintain a better relationship with the locals.

Before the Wave, standard military units included:

01-20% Fire and Maneuver Team: A team of two usually commanded by a PFC (Private First Class).

21-60% Fireteam: A team of four commanded by an NCO (Non-Commissioned Officer) ranging in rank from Lance Corporal to Sergeant.

61-80% Squad, Crew, Section, or Patrol: From 8-13 strong, often divided into two fireteams commanded by an NCO (Non-Commissioned Officer) ranging in rank from Corporal to Staff Sergeant.

81-90% Platoon: From 26-65 strong. Two or more squads, sections, or vehicles commanded by a Warrant Officer or Lieutenant (either First or Second).

91-96% Company, Artillery Battery, or Cavalry Troop: From 80-225 strong divided into 2-8 platoons. A company/battery/troop is commanded by a Chief Warrant Officer, Captain or Major.

97-99% Battalion or Cavalry Squadron: From 300-1,300 strong, divided into 2-6 companies, batteries, or troops. A battalion/cav squadron is commanded by a Lieutenant Colonel.

00% Regiment or Group: From 3,000-5,000 strong, divided into two or more battalions or squadrons. A regiment or army group (field army) is commanded by a Colonel.

Larger Units. Pre-Wave units that were larger than regiment size included, among others, Brigades, Divisions, Corps, and Army Groups. However, since the ensuing apocalypse, military units of these sizes no longer exist.



In the Aftermath of the Apocalypse

The death toll in the first days of the Wave was due to both the pandemic proportions of the zombie contagion itself and the casualties inflicted by the zombies returning from the dead. Deployed at the forefront of defense operations, the losses suffered by the military were overwhelming. More than half were slaughtered by the very people they thought they were trying to protect. It would be days before people could believe the dead were rising to devour the living. Worse, in the initial mass confusion, it was often impossible to tell who was dead and who was a survivor in need of rescuing. As a result, many military units retreated with nowhere to go. Many perished, but some did manage to retreat to woodlands or even back to base. Others not obliterated outright abandoned military and rescue protocols and adopted an “every man for himself” attitude. Fighting long enough to escape the growing zombie hordes, taking only the civilians who they knew were not “infected,” could move quickly (i.e. no sick or injured), and listened to orders, the rest were left behind to fend for themselves. Others organized small unit operations to collect local friends and loved ones and retreat to a defensible position. Was this wrong? Hard to say. What would you have done? The fact of the matter is, they probably would have died themselves if they hadn’t broken protocol and taken the actions that they did.

Many military and National Guard units that did manage to escape the initial zombie onslaught have managed to survive by maintaining their military command structure and procedures, but operating as small guerilla units. Few exist as anything larger than a platoon, though there are rumors of a few company-sized outfits and even tall tales of a few military bases that remain fully operational and staffed, including *Area 51* and *NORAD*, but none have been confirmed.

In general, most post-Wave military units are squad size or smaller. The loss of trained soldiers, diminishing resources, and virtually no means of public communication makes finding and organizing large, operational Armed Forces units difficult at best. Though there may still be some military organizations of size and strength, it is safe to assume that most military units larger than a company got that way by recruiting *after* the Wave or were much bigger before the zombies struck. A sad realization is that many of the nation’s combat troops were deployed overseas in other countries and are unlikely to ever return home, even if they did survive the Wave.

Unit Survivors Table

The core of any pre-Wave military unit is its veterans (i.e. the personnel who survived the Wave). A unit will have anywhere from 10% to 70% of its original personnel, with most units in the 25% to 40% range. The Wave cut such a bloody swath through the initial defenders that, except for Fireteam-sized units, any unit

having over 40% of their original soldiers is very uncommon, with over 50% being extremely rare and beyond 70% being unheard of. And although some units may only have as few as 10% of their original veterans, most units will usually lose their cohesion and disband when they have been reduced to below 25% of their people. Roll percentile dice or choose from the following:

Surviving Original Personnel

- 01-05%:** 10-20% survivors.
- 06-17%:** 21-25% survivors.
- 18-41%:** 26-30% survivors.
- 42-71%:** 31-35% survivors.
- 72-93%:** 36-40% survivors.
- 94-98%:** 41-50% survivors.
- 99-00%:** 51-70% survivors.

Goal or Standing Orders Table

Standing orders are the rules or guidelines that a military unit uses to implement operations to reach their goals. These orders may have been issued by the unit’s current commanding officer or by a previous superior officer. They may be issued on a regular basis or could be the last orders the unit was given before they lost contact with the chain of command.

The goals of a military unit are its primary purpose. Before the Wave, the main function of most armed forces was to protect their sovereign nation and people from enemies, either foreign or domestic. Since the *Zombie Apocalypse*, the old concept of sovereign nations has been, in most cases, replaced with an “us vs them” or “humans vs zombies” attitude.

Though there are many possible goals, there seem to be three main ones, which many combat units may or may not regard as mutually exclusive.

01-40% Protect Civilians: These military units are out to protect and defend as many civilians as possible, or, at least, as many as they feasibly can. To do so may involve destroying zombies or avoiding them. If a unit’s best way to protect their civilian charges is by keeping on the move, then the business of rebuilding civilization will have to stay on the back burner, at least for the present.

As a general rule, military protectors place a higher priority on rescue missions than on destroying zombies. How many civilians and where they are located, or how they are transported, are important factors in determining whether these military units stay at a specific place or area, or move around a lot. Any size unit can decide that protecting civilians is their major goal.

41-90% Destroy Zombies: These combat forces believe the core of the problem is the infestation of zombies and their goal is to destroy them. Although efforts may be made to directly or indirectly protect civilians, the focus of these soldiers is the eradication of as many zombies as possible, as quickly as possible. This includes zombie cultists who worship and protect the monsters. As far as these troops are concerned, the rebuilding of human civilization cannot begin until the zombie threat is brought down to a manageable level.

These military units engage in all manner of operations involving the location and annihilation of zombies. This can range from taking zombies down one by one in close combat, to picking them off via snipers, to operations of mass destruction. The latter does not utilize nuclear armaments or missiles, but may involve

bombs, napalm, placing explosives to bring down buildings, and setting contained fires. Fires are usually restricted to one building or area, but can include a sprawling neighborhood or an entire town.

By their very nature, these troops tend to be mobile. Soldiers looking to wipe out zombies launch planned attacks into the monster dominated cities and population centers, or conduct sweeps in which zombies are mowed down wherever they are found; the unit retreating only when the zombies' numbers become too overwhelming. However, Zombie Destroying Units (Z.D.s or "Zee-Dees") are happiest when they can lure the walking dead, en masse, into ambushes and booby-trapped areas to destroy hundreds at a time. Fire is the favorite mechanism of zombie mass destruction, but is always a danger and can flare out of control to inflict grievous collateral damage. That having been said, most troops make an effort to NOT recklessly destroy potential resources, and work to contain the area of conflagration.

91-00% Rebuild Civilization: These units feel that an organized civilization with a sound infrastructure like that of pre-Wave times will be the most effective way to survive the Zombie Apocalypse. To that end, the troops try to secure areas and fortified positions where mankind can make a stand or hide, gather, rally and rebuild. This requires finding a likely site – such as an isolated town, industrial park, military base, penal institution, or other location – that is not swarming with zombies in the first place, is a defensible position, can be fortified, and offers basic resources (water, food/crops/livestock, electrical power, etc.). The troops then quietly clear it of zombies, strengthen defenses and fortifications, and populate the site, letting it grow into a haven and rallying point for human survivors.

Although individual civilians are protected, the goal of these Civilization Builders (Cee-Bees) is not necessarily to engage in finding or rescuing civilians, but rather, creating a safe haven for survivors they happen upon and who find them. Rescue missions are not undertaken if such an operation endangers the community and their safe haven. This military unit's goal is to establish a foothold for humanity and protect "it," placing a higher priority on the facility and the welfare of the majority over that of the individual. Likewise, zombie sweeps and search and destroy missions are limited to preemptive strikes within a perimeter zone around their fortified safe haven, to keep zombies and dangerous outsiders away. This also involves operations to draw zombie swarms away from their haven even if it puts other, unknown civilian or military personnel in harm's way.

Throughout history, civilization has flourished only when people settled down and built permanent settlements and cities. Thus, by the very nature of their goal, these units cede their mobility and remain at whatever site they have chosen to settle. In general, it is large units of platoon strength or greater that often take the challenge of rebuilding civilization as their primary goal. However, units of squad strength or less may also try to rebuild on a smaller scale or look to join forces with other military and civilian groups to establish a growing, permanent haven site.

Military Mobility of Combat Units

With the overall breakdown in communications, surviving military units are generally left to their own devices, giving their commanders a great deal of leeway as to their theater of operations. Although some units may attempt to continue operating in

their pre-Wave locations, due to zombie activity this is seldom a viable option. The two main choices for any unit are to be stationary or mobile.

01-35% Stationary: A military unit may opt to remain in one place, such as a town or a fort, maintaining a base of operations and establishing their authority in that place and possibly over the nearby area as well. This entails "pacifying the area" (i.e. ridding it of zombies and other threats) and then defending it as a rallying point for struggling humankind. This tactic is most often used by units whose primary goal is to rebuild civilization as opposed to those whose main goal is to destroy zombies. Units of any size may choose to remain at a stationary base of operations, however, for practical purposes, larger units may be constrained from doing so by a lack of available resources in the immediate vicinity.

36-00% Mobile: Many military units find it necessary to function as a mobile combat force. This may entail traveling along a specified circuit and revisiting the same places repeatedly or simply to travel and continue to explore previously unknown territory. Reasons for maintaining a mobile operation may include (but are not limited to): The specific goals of the unit, the availability of resources in the area, pressure by the enemy (i.e., they'll be overwhelmed unless they move on), guerilla operations, or simply not having found a suitable place to establish a permanent base of operations. This tactic tends to favor units whose primary goal is to destroy zombies and rescue civilians in danger, rather than those units that are primarily out to rebuild civilization. Units of any size may be mobile.

Allocation of Manpower and Resources

Another important facet of a military unit is the manner in which it utilizes its available resources. Resources include tangibles such as manpower, vehicles, weapons, ammunition, and other equipment, as well as intangibles such as knowledge of the local area, morale, support from local citizenry, access to transportation routes, etc. A prudent commander will try to achieve the maximum results from what he or she has to work with. A major factor toward accomplishing their intended goals will be where the unit's forces are and how they are deployed. The two main options are in either concentration or dispersion (roll percentile dice or choose from the following).

01-75% Concentration: This is the age-old principle of "there is strength in numbers." A unit that has greater numbers and greater available resources is more formidable than a smaller or less well-equipped unit. Also, a strong and powerful force is better suited for large-scale operations. Paradoxically, however, this also creates a greater vulnerability in that sustained losses to a concentrated force could be more significant than those inflicted upon a more dispersed one. This is the idea of "not putting all your eggs in one basket." Units smaller than squad size are usually constrained to concentrate what little force they have because otherwise they will be too vulnerable or find communication difficult if they are dispersed.

76-00% Dispersion: Larger units may decide to disperse their forces. By spreading out, they can cover more territory, have potential access to greater resources (i.e. "living off the land"), and, if one or two of the smaller, dispersed squads should suffer some type of defeat or be destroyed, all is not lost. However, this policy means that the individual scattered forces are more vulnerable

and generally less capable of accomplishing large-scale projects unless they reunite or engage in a coordinated effort. A lack of resources in a given area may force a military unit to disperse, and the primary goal(s) may lead them to spread out or temporarily divide into smaller groups. Until an infrastructure is once again established, sheer logistics of the post-apocalyptic world are likely to force units of greater than company strength to disperse their men and resources.

Autonomy

With the coming of the Zombie Apocalypse, the military's infrastructure collapsed along with the rest of civilization. Any surviving military units now find themselves in a position of having to fend for themselves. However, being in the field and cut off from their pre-Wave headquarters means that these units often do not know for certain that they are isolated and alone. Some soldiers assume that if their unit survived, so did others, and that the High Command must also have survived. Many believe that certain command centers (such as the Pentagon, Area 51, NORAD and other isolated, top secret installations) must have been spared the worst of the Wave and are still capable of organizing field units into an army. Other unit commanders may feel that the breakdown is complete and it is up to the troops in the field to adapt to the current situation and salvage what remains of the military infrastructure.

Field commanders have various options open to them. Roll percentile dice or choose from the following.

01-70% Independent Command: Headquarters is gone, no one in authority is left, and no one is coming to assist. This unit is now autonomous and must operate as such until evidence and new orders dictate otherwise. The unit commander is the ultimate authority and should make decisions that he feels best fulfill the unit's objectives (whatever they may be). The old ways are gone and it is up to the surviving military unit to do the best that they can in this new, zombified world. Although any size unit can feel that they are an independent command, smaller units led by enlisted personnel may still be likely to defer to larger military units, high ranking officers and even leaders of civil or quasi-military authorities.

71-90% Looking for Superiors: Some units may still consider themselves as part of a larger military organization that is simply cut off from their comrades. It is just a matter of finding their comrades and staying alive until they can do so. Once the unit has hooked up with other units, they will have superiors to report to and take over issuing orders and deciding policy. Any size unit can search for other units. In fact, in the vast majority of cases, this would be standing orders. However, in practice, some units, particularly those that have established bases of operations, may reject this policy in favor of retaining their autonomy.

91-00% Looking for Subordinates: Some field commanders may feel that, through benefit of their particular experience, they are now more qualified to command than officers who lack such insights, even if they hold a higher rank. Although they are operating autonomously, they do not consider themselves to be an independent unit, per se, but rather part of a military that needs to be "revised." As such, the pre-Wave chain of command is no longer applicable. These units may seek to join with other field units and expand but the unit commander will not necessarily defer to someone who would be his nominal superior.

Attitude Toward Unarmed Civilians

The military forces of the world were created to protect their home nation from foreign threats. In ancient times, this sometimes meant protecting its sovereign lord or ruling class. However, over time, priorities changed until the protection afforded grew to cover the general population. In recent times, a nation's civilians could often count on their armed forces to protect and defend them from a wide variety of threats, foreign and domestic. However, no one was prepared for the Wave or the ensuing Zombie Apocalypse. Many military units are now on their own and may have developed alternative attitudes toward the civilians they are ostensibly supposed to serve and protect. Roll percentile dice or choose from the following table to establish the attitude any particular military unit has toward civilians.

01-20% Protect and Serve. Civilians are ultimately the hope for the future and should be protected at all costs. Saving people and keeping them safe is the first priority. Mind you, this does not mean that the civilians should be telling military personnel what to do. In fact, quite the contrary, these soldiers see themselves in a position of "military authority" under extraordinary circumstances. Many of the civilians first rescued by these troops are likely to be the family members of local military personnel as well as locals with whom they feel a connection. Additional survivors are collected and helped along the way and over time.

21-50% Protecting Civilians is a Necessary Evil. Standing orders call for civilians to be protected and these orders will be carried out. However, these troops do so mainly out of a sense of duty. Trying to rescue, protect and wrangle undisciplined and frightened civilians is a difficult task, and civilians are a drain on resources and a liability to the troops in combat situations. However, when the Apocalypse is over and the zombies are finally contained or destroyed, civilian survivors will be needed to rebuild civilization.

51-60% Civilians are an Annoyance. Civilians cannot fight, they use up valuable resources, and they always seem to be getting underfoot. If standing orders did not call for protecting them, these troops would consider leaving their sorry behinds to their own devices and continuing to fight zombies without the impediment of civilians to care and worry about.

61-80% To Hell with Civilians, It's Every Man for Himself. These troops have seen too many of their comrades-in-arms die because of the stupidity and liability of civilians. Contact with Military High Command is lost, there is no rule of law (military or otherwise) and these soldiers have adopted an "every man for himself" attitude. Any civilians among them are either loved ones or civilians who pull their own weight. This unit *may* help other survivors, but only to a point, and never risk their own necks for civilians who have gotten themselves in trouble being selfish or foolish, nor against overwhelming odds or "lost causes."

81-00% Civilians are a Resource, Little Else. Sometimes, civilians can provide services that military personnel may not possess or may not want to deal with (e.g. mechanical or medical expertise, domestic skills, general labor, etc.). So, whether they are welcome or not, civilians can be a useful resource if they are properly managed. However, their value, either in general or for specific individuals, may be regarded in various ways:

01-24% Highly Valuable: This individual or group of civilians is inherently important to the unit. It could be that they fulfill an important function or provide a useful service, or that the unit

simply regards all those who are under their protection as being worthwhile and important. This could also apply to persons who are not currently providing a service but who may prove to be valuable, or necessary, in the future. In any case, they are worth keeping around, provided they follow orders and add to the survivability of the entire group.

25-49% Exploitable: Other than by fulfilling an important function or providing a useful service for the military unit, this individual or group is not considered to be inherently important or necessary. If and when this person or group of people become a liability, a problem or fulfill their assigned function, they cease to be of value to the unit. However, in many cases, the service or function provided can be long-term, lasting years or maybe even a lifetime.

50-74% Disposable: The individual or group of civilians is seen as having value only as long as the military unit needs them. When that ends or they become a liability, the troops abandon them. It is likely that some or all of the principals involved – the members of the military unit, if not the individual(s) providing the service – are aware that it is only a matter of time or circumstance before the civilian service provider is no longer considered necessary to the unit and is left to fend for themselves.

75-00% Expendable: Regardless of how important someone may seem to be to the military unit, the troops consider all civilians as expendable. As soon as circumstances dictate it, the soldiers abandon or kick out the civilian(s). Even individuals who are, in general, highly valued may be sacrificed for the greater good of the military unit. From the onset, civilians are treated like second-class members of the group and quickly made to realize they need to keep up and keep their noses clean or be left behind.

Attitude Toward Civilian Zombie Fighters

Since the Wave struck, it seems as if all of humanity is either fleeing, hiding, or fighting. Among the resistance fighters are people of all shapes and sizes, and from all walks of life. These range from the thrown together makeshift regiments of Road Reapers down to individuals armed with nothing but a blunt weapon. Many of these fighters are poorly trained, ill-equipped, and go about their business with more enthusiasm and determination than any true combat expertise. Hardened military veterans *may* look upon them as welcomed additions to the unit, as allies, with suspicious eyes, or with disdain if they are judged to be undisciplined “cowboys” and “yahoos” who don’t know how to follow orders or work as a team. Roll percentile dice or choose from the following.

01-20% Potential New Recruits. The military unit considers anyone who has learned to fight zombies on their own worth considering as a new recruit to join their ranks or work together to survive. Even civilians who don’t know military procedure but are willing to learn and follow orders are regarded as potential new recruits. Experienced civilian zombie fighters are most desirable and invited to join the unit. However, newcomers are expected to follow military protocol, obey orders and learn to behave and fight like soldiers. Those who fail to do so are drummed out of the military unit.

21-40% Allies. The military unit would rather keep their forces separate, but considers reliable zombie fighters to be capable allies to assist and help. Such civilian zombie fighters are regard-

ed as a capable militia force worthy to be counted as friends and allies. Though they are not part of the same team, the two camps may coordinate operations together, share intelligence and help each other out on a regular basis. The trained soldiers do not consider the civilian fighters to be their equals, but do consider them to be a valuable resource and ally.

41-50% “The more, the merrier!” Logic dictates that bringing more resources to battle the zombies should help to settle the problem and restore order. For this reason, the soldiers with this attitude support and encourage others who are willing to put themselves in harm’s way and fight the good fight. If the civilian zombie fighters do not join the soldiers’ unit, the troops may still support the civilians by providing surplus weapons, ammunition, other equipment, food and basic supplies, as well as mechanical repairs and medical assistance. This unit may, if they have the time and resources, even provide civilian fighters with basic weapons and combat training, including fundamental strategies and tactics.

51-60% Suspicious. The military unit isn’t quite sure what to make of civilian zombie fighters. They are glad to see people take up arms and join the battle to survive. However, while the soldiers may exchange some basic information and trade goods and services with civilians zombie fighters when they feel like it, the soldiers are suspicious of ALL outsiders, especially well-armed fighters. As a result, the soldiers remain aloof and cautious in their dealings with any zombie fighters and survivors they do not know well. The troops do not trust them and never share valuable intelligence, weapons, ammo or resources with unknown civilian zombie fighters. At least not until they get to know them well. When a civilian group has proven to be trustworthy and cooperative, they may be treated more like allies, but if these soldiers don’t know you – and know you well – they keep you at arm’s length no matter how capable or heroic you may be. They never work closely with any civilians of whom they are suspicious.

61-70% Cowboys. The military unit considers most civilian zombie fighters to be brave and well-intentioned, but undisciplined cowboys who take foolish risks, cannot be counted on to follow orders or stand their ground, and do not understand military strategies and tactics. Thus, civilian fighters are viewed with great concern and seldom included in military operations unless they are sent to deal with a secondary military objective, used to create a diversion, or deployed as cannon fodder.

In short, trained soldiers consider cowboys to be an irregular militia; well-intentioned amateurs who can be helpful at times, and possess a positive attitude and fighting spirit, but are no match for trained, disciplined, and experienced soldiers. This is why militias ultimately lose when they are pitted against professional soldiers, or so these soldiers believe. However, throughout much of history, militias have frequently proven their worth in supporting the professional soldier. With good leadership and the proper amount of discipline, military wannabes can be very useful, but can’t be trusted with anything too vital.

71-80% Yahoos or Undisciplined Amateurs. “Yahoos” are undisciplined amateurs with more guts than brains and lack military training. Most possess an unhealthy sense of overinflated confidence and empowerment that make them loose cannons likely to get themselves and anyone around them killed. Yahoos often exhibit a fearlessness, and/or devil-may-care, swashbuckling attitude that leads them to take outrageous risks, tackle overwhelming odds and bite off more than they can chew. When things go



bad, they may panic or fight only to save themselves, both of which can get everyone killed. Yahoos also tend to be reckless, make amateur mistakes, lack knowledge of sophisticated military strategies and tactics, and believe themselves to be much more skilled and capable than they really are. The worst of the lot have something to prove or become obsessed with revenge killing, while others may have a death wish or are just plain crazy.

The military unit doesn't have the time to find out which zombie fighters have the right stuff to be soldiers or are willing to learn. Instead, they see *all* zombie fighters as unreliable loose cannons who don't follow orders, don't understand the chain of command, and don't belong on a battlefield. As far as this military unit is concerned, their lack of training and discipline makes "zombie fighters" more of a liability than an asset. The best thing these civilian wannabes can do is to stay out of the way and leave the fighting to the professionals. As far as these troops are concerned, "Yahoos" are on their own and should be avoided even when they get themselves into trouble and need help.

81-90% Dangerous. Soldiers with this attitude see most civilian zombie fighters as a danger to themselves and others. Without proper military training or organization, these self-styled civilian "heroes" attract waves of innocent, desperate people and zombie swarms. They are to be avoided whenever possible and never to be trusted. The military units with this attitude may sometimes "pretend" to be friendly, concerned or willing to help, but such a pretense is intended only to acquire intelligence from the civilian fighters, and/or to trade goods and services desired by the troops,

but seldom to provide any reciprocal help to the civilians. Furthermore, if the civilian force threatens to interfere with military operations (even if the military unit is operating on their own), the civilians may be forcibly detained, interrogated, or chased away. This military unit will NOT go out of their way to assist or rescue civilian zombie fighters, but may help unarmed civilians.

91-00% Cutthroats and the Lawless. Soldiers with this attitude see most civilian zombie fighters as lawless, roaming gangs to be feared and put down. Fighting is for the trained professionals, not gangs of vigilantes or armed thugs. Consequently, these troops do not take into consideration the intentions, virtues or history of civilian fighters and regard them all as cutthroats, criminals and anarchists. As a result, the military unit will confront such "unauthorized civilian combatants," ask extensive questions and requisition (forcibly seizing) any weapons, supplies and vehicles the troops either, a) need, or b) consider to be a danger in the hands of civilians. The latter usually includes any military grade weapons, gear and vehicles. Refusing to cooperate and comply with the demands of the military is likely to result in swift, lethal action against the civilian "rogue force." Even though the military troops have no actual authority to do so, they believe they are doing what's right to maintain civil defense, law and order, and even believe they are protecting the "amateurs" from themselves and protecting innocent civilians who might be hurt or abused by "armed gangs" running the streets. After all, in situations of rioting and civil unrest, it is often the military/national guardsmen/police's responsibility to prevent or inhibit vigilantism, rioting

and the distribution of weapons and the violence and lawlessness that comes without law and order. To the soldiers of a unit with this misguided attitude, they are doing their job and enforcing order and punishment as a response to “unsanctioned combatants” who are likely looters, bandits and cutthroats.

Military Recruiting Policies

Historically, recruiting for the armed forces has been an ongoing process. Since the Wave, however, the infrastructure that organized and controlled this (i.e. the Selective Service System and Armed Services Recruiting Office) is nothing more than a memory. Now, because of the Zombie Apocalypse, the need for trained soldiers is greater than ever, but it falls upon the individual, surviving military units to reinforce themselves as they see fit. Again, the attitude of the unit’s commander or the soldiers within that unit will dictate how they do so and whom they will allow to enter their ranks. Roll percentile dice or choose from the following range of attitudes.

Note: A military unit is not likely to recruit more people than its leaders feel comfortable managing. Thus, a unit that is at full strength, be it a squad, platoon, company or larger, may turn away otherwise capable combat personnel. Not all military units seek to become large. Some are perfectly happy to be a squad or platoon, and may be best trained to function as a small military unit rather than a large fighting force.

Further note that by definition, a military unit is *a fighting force*. Which means it may not be willing or able to accept, or care for, unarmed civilians into its ranks; i.e. the unit is composed entirely or predominantly of fighting personnel, not unarmed men, women and children.

01-15% Closed Unit: The unit consists of only their original (pre-Wave) personnel. Even if it means keeping the unit small and continually shrinking due to attrition, these troops are not interested in accepting newcomers and outsiders. Reasons for this attitude could be (but not limited to), an elite unit with a high esprit de corps (who figures that they can only rely on the comrades they previously served with), or a unit that has either experienced, witnessed, or learned about detrimental results from recruiting new personnel. Paranoia runs high in the post-apocalyptic world, and it may be a simple matter of not trusting anyone unknown to the members of their own unit, even if they are fellow military or law enforcement personnel. Possible exceptions *may* be allowing active military personnel from the same branch of the military, but not other branches of service, nor the National Guard (“weekend warriors”), nor members of law enforcement or anyone else, no matter how capable or helpful they might be.

16-50% Open to Veterans: The attitude of this military unit is that only other military personnel, active or retired, can be trusted and allowed to join their group. Potential recruits who want to join the unit will need to have prior military experience of some sort in any branch of military service. Some units may only accept veterans who served in a regular armed forces unit (Army, Navy, Air Force, Marines, or Coast Guard), while other units may allow alternative experience such as National Guard, law enforcement, military school, or even paramilitary jobs like security contractors and mercenaries.

51-90% Voluntary: The soldiers of this unit are open to most able-bodied men and women willing to fight to join their unit. Previous military training, law enforcement and combat experi-

ence is desirable, but it is not mandatory, as combat training will be provided by the unit. Since the Zombie Apocalypse destroyed so many lives, manpower is generally at a critical shortage. Thus, military units may be willing to make compromises and lower their pre-Wave standards simply as a means of getting enough warm bodies to fill their ranks and make a difference. Such able-bodied individuals are welcomed to join their fighting force, but newcomers are expected to follow military protocol, obey orders and learn to fight like soldiers. Those who fail to do so are quickly kicked out of the military unit and left to fend for themselves.

91-00% Compulsory Military Service: Some military units may draft recruits, willing or otherwise. This may entail instituting some type of draft procedure, impressment of able-bodied survivors, or setting certain criteria. Units implementing this policy may often have elaborate plans that require a large number of personnel or simply be very strapped for troops to conduct their normal operations. If nothing else, such military units require anyone who wants their protection to join their force as an armed combatant. If unable or unwilling to carry and use a weapon, follow orders, accept combat training and fight like a soldier, the individual cannot join them and is brushed aside to fend for themselves. It is an ultimatum in a violent, deadly world that amounts to impressment or blackmail: Join us and do as we command or survive on your own. The most aggressive (and/or desperate) military units that force fighters to join their ranks may go so far as to seize the weapons and gear of “unauthorized combatants” as further incentive for the able-bodied civilians to join their unit.

Attitude Toward “New” Civilian Authorities

Before the Zombie Apocalypse, the United States was a nation governed by civil authorities. The purpose of the military was to protect and defend the civilian population. Since the collapse of governments around the world, there is NO recognized ruling body or government. As survivors find themselves and gather, new groups, safe havens, towns and communities come into existence. To maintain order, these isolated communities often establish their own hierarchy. Most are self-governing and have their elected, appointed or self-imposed leaders and defenders. They answer to no central government and rule themselves as they deem fit. This means there are open, democratic societies, dictatorships and everything in between.

Military units may accept this as the legitimate government and treat them as such, or dismiss them entirely. The former may involve deferring to the community in matters of civil (non-military) law and custom. The latter, means the unit ignores them no matter how much the community may protest and does what it feels is necessary, right or expedient.

Roll percentile dice or choose from the following table as to how the military unit is likely to respond to the self-appointed authorities of these new communities.

01-33% Respectful but Independent. The unit sees itself as a separate, superior government entity. While the troops do not openly defy or reject the law of any community, nor do they answer to it. These soldiers show reserve, respect and appreciation of the local government and its people, and behave in a courteous manner, but are not governed by their laws. Likewise, the unit may listen to the requests and appeals of the leaders for help,

assistance or compliance to the community's laws, but are not required to take any action on their behalf. Troops with this attitude are likely to leave town without incident if the community doesn't want them around, places unfair demands upon them, or tries to press them into service. If necessary, the soldiers will fight to maintain their independence, keep their weapons and gear, and tell opponents to stand down and hand over their equipment. As a general rule, this unit tries to avoid conflict with local authorities even if they find them to be inappropriate and despicable.

34-66% Intolerant and Independent. The unit sees itself as a separate, superior government entity. They answer to no self-appointed civilian government, and tend to be intolerant and annoyed by those who try to press them into service or tell them what to do. The troops in this unit are not bullies who ride into town and do as they please. They try to be fair, and not cause trouble, but they see themselves above any local authority or law, and will not answer to it. Troops with this attitude are likely to leave town, and to be rude and snide when a community doesn't want them around, places unfair demands upon them, or tries to press them into service. Intolerant of such nonsense, the troops are likely to display their frustration and disdain, ignore the law, push people out of their way, and go about their business. If necessary, these soldiers will not hesitate to fight to maintain their independence, keep their weapons and gear, and tell opponents to stand down and hand over their equipment.

Furthermore, a unit with this attitude is intolerant of dictators, warlords, criminals, gangs and leaders who are cruel and abusive to their citizens or outsiders, and may elect to take them down. However, once the "bad guys" are dealt with/eliminated, the unit moves on, leaving the people to find new leaders and rebuild from any damage the community may have suffered as a result. Likewise, the unit may take down any authorities who stand in their way or make them angry. This unit may also demand and seize supplies and special resources they deem unnecessary for the community and which they could put to superior use. After all, they (the military unit) are the "real" government authority. However, most will not do anything that weakens the community's defenses or puts them at risk.

67-90% We Are the Law. Aggressive and Authoritative. Martial law is declared when the national government leaders decide that a situation is beyond the scope of the civilian authority. Under martial law, many civil rights are abridged or cancelled outright. Martial law was declared during the Wave. Even if it had not been, the surviving military could easily construe the situation as valid for declaring martial law.

The attitude of this military unit is that they – as a legitimate arm of the pre-Wave government – are in charge and so-called civilian "governments" established *after* the Wave have no authority whatsoever. The military unit does not acknowledge the authority of any independent town or community. They will not serve them, will not lay down their arms, nor accept any demands from them. This military unit sees itself as the representatives of "the real" (pre-Wave) government and the order of law in their country. As such, they act in the name of the old government, and the unit leaders or members of their unit interpret those laws.

The unit is likely to engage and wipe out any Death Cults, those who harbor and protect zombies within the community, as well as take down dictators, warlords, criminals, gangs and leaders who are cruel and abusive to their citizens or who plunder and kill survivors outside the community. This unit takes it upon itself

to make unilateral decisions as to who is right or wrong, who the bad guys are and what to do about it. They decide on the course of action they deem acceptable based on their own capabilities and the enemy before them. This military unit may also take down any authorities who stand in their way or make them angry. This unit is also likely to demand and seize supplies and special resources from the community they deem they can put to superior use. After all, they (the military unit) are the "real" government authority. How extreme or detrimental any of the unit's actions are against the community will depend on the troops' leaders. As a rule, once the military is done and has moved on, the people are left to pick up the pieces, find new leaders and rebuild from any damage the community may have suffered as a result.

Mediating Civil Affairs

Before the Zombie Apocalypse, the United States was a nation governed by civil authorities. The purpose of the military was to protect and defend the civilian population. At times, however, *martial law* was declared during dire emergencies to allow the military to deal with the immediate situation until civil law and order could once again be safely established. Since the Wave, with the fall of the civilian governments around the world, military units often find themselves in the position of authority. Desperate, frightened people turn to groups of people in uniforms, especially the military, as authority figures and protectors. This often puts the military units in the position to determine the law, make life and death decisions, and act as judge, jury and executioner, whether they want to or not.

01-25% Fair and Unbiased. The soldiers in this unit try their best to make fair decisions and do what's right.

26-50% Help Who They Can, Ignore the Rest. The soldiers in this unit try to be fair and do what's right, but they only do so when the people seem reasonable and will benefit from their help. They don't waste their time on people they deem foolish, unwilling to help themselves or who are doomed for any number of reasons. This ultimately means they help whoever they deem to be able to survive or willing to follow orders, the rest are left behind.

51-75% Indifferent and Self-Serving. The soldiers in this unit ignore the pleas of people asking them to make decisions about the law, justice or punishment. It's not their job. In the end, the troops focus on their own needs and the mission at hand, not the petty problems of the civilian population.

76-90% Might Makes Right. If they have the time and inclination to do so, the soldiers in this unit enforce what they think is right and just in the most expedient manner. However, they may not take the time to determine all the facts, the truth or make the best decision for the community. Furthermore, this unit may force their will upon survivor communities and correct perceived wrongs as they see them, whether the people want them to or not, or whether their action may hurt the community more than it helps.

Military Personnel O.C.C.s Other than the Soldier O.C.C.

Although any individuals encountered who belong to a military force should be regarded as "military personnel," there is the potential for a range of military O.C.C.s. For the most part, these individuals fall into three main categories. For creating particular

military units or individual zombie fighters, roll or choose from the following table:

01-32% Military Veterans: These men and women who served in the military but left it for civilian life 1-20 years before the Wave hit. They are survivors of the Zombie Apocalypse who now draw upon their past training and experience. All of them underwent basic training/boot camp and many experienced combat before the Zombie Apocalypse. These pre-Wave veterans should be regarded as *Apocalyptic Soldiers* (see the *Soldier O.C.C.* in the **Dead Reign® RPG**). The main distinctions between these “apocalypse soldiers” and soldiers who were on active duty during the Wave, is that they are generally older and bit rusty to combat duty, and they do not belong to a military unit active during the Wave. Any military unit these Apocalyptic Soldiers belong to was formed *after* the Wave and is an unauthorized, unofficial combat unit of survivors.

33-65% Survivors Turned into Soldiers: These are ordinary people who survived the Wave and who have since learned the basics of soldiering and military protocol from actual military personnel, retired veterans, or a paramilitary group. The great majority (80%) of these fighters become *Apocalyptic Soldiers*, but others (20%) are post-apocalypse *Specialists* serving in the unit (see #66-00%, below) with soldiers.

In addition to whatever skills they possessed as Ordinary People, the recruits receive basic military training and instruction. This training consists of the O.C.C. Skills and (if applicable) the M.O.S. Skills of the **Soldier O.C.C.** (described in the **Dead Reign® RPG**), but not O.C.C. Related or Secondary Skills. All soldier skills are also learned without the usual O.C.C. bonuses. Given the overall lack of resources and facilities, this training is makeshift at best. So, these post-apocalypse recruits only learn their various Soldier O.C.C. skills at the base skill level; they do not receive the bonuses of their pre-Wave predecessors. Of course, any skill that the recruit had before becoming a Soldier that might have had a bonus in civilian life, retains that bonus. For example, a pre-Wave Soldier will have the Military Etiquette skill at a +20% bonus to start with, but a post-apocalypse Soldier who learns this skill through some improvised method after the Wave (not through actual, formal, pre-Wave military training or schooling) has the base O.C.C. Skill but NOT the +20% bonus. However, a pre-Wave Police Officer has the Military Etiquette skill at a +10% bonus (+15% for a Tactical Assault/SWAT team member) which carries over to their new career as a Soldier after the apocalypse.

66-00% Specialists: Military field units that accept volunteers may run the gamut of available post-apocalypse O.C.C.s. Choose or roll on the following table for individuals or specific small groups of post-apocalyptic military units, which may incorporate specialist zombie fighters like *Road Reapers* or *Zombie Hunters* directly into their organization.

01-11% Hound Master: Armies, including the US Army, have utilized dogs since ancient times. Hound Masters fulfill the role that K-9 Corps handlers held before the Wave. And considering zombies don't fight with guns and bombs, dogs are very effective against them.

12-24% Road Reaper: Road Reapers have earned a reputation as being formidable fighters, as well as (for the most part) able motorcyclists. This makes them very useful, not only for combat but for scouting, foraging, and search and rescue missions. Although often individualistic and undisciplined, Road Reapers may see the benefits of joining up with a military field unit, such as access to military grade weapons, equipment and supplies, as well as trained comrades to guard their backs.

25-36% Scrounger: Since there is no longer a Quartermaster Corps, field units need to obtain their supplies somehow. Commanders who are not too particular about where and how they get their equipment make valuable use of Scroungers.

37-48% Sentinel: Sentinels are very useful as scouts and forward observers. A military unit that is passing through an area may try to recruit local Sentinels to help them find zombies to destroy, or to avoid large groups of the dead. Some Sentinels are ex-military anyway, using their skills as scouts/snipers against the zombie horde.

49-60% Shepherd of the Damned: These are probably the closest thing to pre-Wave military chaplains that the field units may be able to find. They could prove very useful in keeping up morale and their knowledge of zombies is invaluable.

61-72% Survivalist: Most Survivalists are somewhat militant and many of them are knowledgeable about military weapons and tactics. While there are those who avoid soldiers or even try to fight them, many more fall in with military units. Sometimes Survivalists can even rise up to positions of command, convincing the others that they know the real cause of the zombies.

73-84% Wheelman: Armored vehicles require extensive maintenance and a reliable infrastructure to function. Now that both are gone, Wheelmen and their improvised zombie-fighting vehicles are often the closest thing to a replacement that can be found. They may be an active part of the fighting forces, or be used mainly for transportation and support of the troops.

85-96% Zombie Hunter: Zombie Hunters sometimes fall in with military units in their quest to hunt and destroy the dead. Sometimes they are recruited for their skills as specialists and local guides, or as additional firepower. They could be considered the equivalent of specialist military contractors or mercenaries.

97-00% Zombie Researcher: The organization and resources of military units appeal to Zombie Researchers. Some Researchers are even officers from the Army's Chemical and Biological Defense Command who struck off with the troops when their labs had to be abandoned.





Military Base Random Tables

By Kevin Siembieda & Matthew Clements

Survival of Military Bases

Don't forget, the Wave wasn't an invasion by an enemy, it was a pandemic. Military installations, no matter how remote, secret or fortified, were besieged from within as well as from the outside. Though nobody knows exactly what caused the Wave, it was a plague that swept the world. People started getting sick everywhere. Even military bases with the tightest security and locked away underground and in the sides of mountains were not spared. Those who got sick and died, rose from the dead as man-killing zombies. Installations able to seal themselves off from the outside world still had personnel get sick, die and be stored away in the morgue and other locations within the installation. Nobody expected or believed the dead would rise as zombies to attack the living, until it happened, and by then it was too late. Military personnel were much better prepared for this nightmare than civilians by the simple fact that they were, a) combat trained, and b) armed. When a zombie was found ripping out the throat of the Lieutenant, the soldier grabbed a gun and shot it. Still, plenty of troops were slain before they figured out the monsters had to be shot in the head. Military installations were caught off guard and besieged like everyone else. Furthermore, many bases were already low on personnel because troops were sent into the cities to help keep order during the pandemic.

Survival of military personnel would often depend on how many of them became zombies and whether the human survivors could either escape before suffering a similar fate (abandoning their post and leaving the zombies to claim the base) or manage to stand their ground and literally, destroy every member of the base who became a zombie. In the latter scenario, these combat personnel were likely able to maintain control of the base and *might* be able to keep it secure from invading zombies from the outside. However, the toll upon these warriors will be severe. Their numbers are likely to be so depleted that they are unable to surveil, operate and defend the entire military compound. Some soldiers are shattered on an emotional and psychological level as they must deal with the same range of horror, terror and emotions as all other survivors in a world where the dead reign. Moreover, they are saddled with a position of authority and a sense of responsibility to rescue and protect civilians. Think about the courage it takes to leave a secured position to venture out into the unknown to fight an inhuman enemy. An enemy that is not even alive.

This means even the most secure, top secret facilities, like NORAD, could have been overrun by zombies and all personnel lost or troops forced to abandon the installation. With communications to the civilian world shut down, nobody knows. And though some military bases and secret installations may be functioning and in communication with each other or at least some of their fellow bases, civilian survivors have no idea what they are doing or planning, or even that they exist.

Base Survival & Viability Table

Roll on the following table or select the one that seems most appropriate to determine what percentage of the base personnel fell to the Wave, died and became zombies. In most cases, bases where more than 60% of the personnel became zombies were abandoned.

01-20% Lucky: Only 3D6+20% became zombies. This base was likely to survive the initial holocaust and remain active for some time. If it is still operational weeks or months later, it is run by highly motivated personnel determined to keep the installation secure and functioning. Whether the troops are zombie fighters, protectors of humanity, building a safe haven for survivors/human civilization or something else, depends on the personnel and their leaders (and other tables and choices by the Game Master). For the moment, the base is locked down, secure and reasonably well staffed. In this post-apocalyptic world, long-term survival is anyone's guess, but this base has a better chance than most survivors. No zombies or outsiders get onto this base without someone noticing immediately.

21-40% Bad: 2D6+40% became zombies. If the base was not abandoned and survived, it is run by the remaining personnel. They are spread thin and suffer a shortage of manpower, but are doing relatively okay. The personnel may have some trouble defending against sieges by large numbers of zombies or large groups of well-organized humans. Once in a while, 1D4 zombies or one to a few outsiders manage to slip through defenses and onto the base, but they are usually noticed within 3D6x10 minutes and dealt with. Reinforcements would help their long-term chances for survival.

41-60% Terrifying: 2D4+60% became zombies. If the base was not abandoned and survived, it is run by a short crew that is stretched very thin and suffers a shortage of manpower. They have trouble defending against sieges by large numbers of zombies or large groups of well-organized humans. Once in a while, 1D6 zombies (or one to a few outsiders) manage to slip through defenses, past surveillance and onto the base. Reinforcements would help their long-term chances for survival.

61-80% Devastating: 2D4+70% became zombies. If the base was not abandoned and survived, it is run by a short crew that will have serious trouble defending against sieges by large numbers of zombies or medium to large groups of humans. On a weekly basis, 2D6 zombies are able to slip through defenses, past surveillance and onto the base. Similar sized bands of human survivors are also able to slip in and rob the base, or hide and actually live in closed off areas of the base without being discovered for 2D6 days. Likewise, zombies on base can go unnoticed for days. Reinforcements are a necessity for the base to survive.

81-00% Apocalyptic: 2D4+80% became zombies. If by some miracle the base was not abandoned and survived, it is run by a skeleton crew that will be unable to defend against any significant number of zombies or humans. On a weekly basis, 4D6 zombies, some of them in groups of 1D4+4, slip through defenses and past surveillance onto the base. Individuals and small bands

of as many as six human survivors or bandits are also able to slip in and rob the base, or hide and actually live in closed off areas of the base without being discovered for 6D6 days. Likewise, zombies on base can go unnoticed for days or weeks. Reinforcements are a necessity for the base to survive.

Survivability by Location

In many cases, the long-term survival of a military base, naval port or airfield will depend a great deal on the location of the facility.

Big City/Urban Location. The base, naval port or airfield is located in a major population center of 200,000-700,000 or greater, 95% of whom are now zombies. Worse, the city is surrounded by suburbs and smaller cities and towns for miles. This would apply to most cities along the East and West Coasts of North America, the Great Lakes and major waterways like the Mississippi River.

Chance for continued survival: Less than 1%. If the base has not already been overrun and destroyed, or its personnel forced to abandon it under zombie assault, the troops' chances of keeping the base secured (free of zombies) and surviving for more than a few days is slim, at best. During the initial days of the Wave, the sick, dying and dead were likely to have been taken to emergency triage and body disposal operations near and at military bases, especially those in urban locations. When the dead rose, the base was doomed to fall. Furthermore, the zombies will find their way, en masse, to any base located in populated areas. Many zombies do so by following the living who try to flee to the base for refuge. Other dead find the base by stumbling across it or following sounds of vehicles, aircraft and activity going on there, or sensing the presence of life at the location. And don't forget, military personnel who caught the Wave and died on base (as well as the bodies of the dead brought there for disposal) also rose as zombies and attacked from within the base itself. Zombies that find an active base will begin to moan and try to find a way in to kill the living inside. More and more zombies will press the defenses until the troops are surrounded, trapped and eventually die of starvation, or until the defenses fail (or someone on base makes a tragic mistake) and the zombie horde comes pouring in.

An urban base overrun in the early days of the apocalypse could be a treasure trove of weapons, ammo, combat vehicles and supplies waiting to be scavenged. However, it will also be surrounded by the walking dead and the base itself is infested with zombies, some of which are wearing body armor and helmets.

Small City or Town in or near an Urban Location. This base, naval port or airfield is located at or near a small city or large town of less than 100,000, and is surrounded by other urban communities for miles around. Even if the nearest big city (120,000 or more people) is 1D4x10 miles (16 to 64 km) away, there is one small to medium town or city, interspersed with some farms, parkland and patches of open country after another; the populations of which are now 90% zombies.

Chance for continued survival: Less than 5%. If the base has not already been overrun and destroyed or its personnel forced to abandon it under zombie assault, the troops' chances of keeping the base secured (free of zombies) and surviving are slim for the same reasons as noted above.

Town/Moderate Rural Location. The base, naval port or airfield is located at or near a medium-sized town in a moder-

ately populated rural area. The town has a population of less than 50,000, 90% of which are now zombies. The surrounding area is mostly "rural," meaning farmland, parkland, and large patches of forest or open land. The neighboring towns are small, with populations well under 10,000 and are 1D4x10 miles (16 to 64 km) apart from each other and away from the military base. Of course, 80-95% of the population at these locations are zombies.

Chance for continued survival of the base: 30%. As long as civilians do not lure large numbers of zombies to the location of the military base, survival is better than most locations, and infinitely better than urban environments. The real question becomes, how long can the troops keep their location and presence quiet? The base must operate on the Q.T. and under the radar of both the zombies and other human survivors. The sounds of vehicle engines, generators, loudspeakers, sirens and gunfire, let alone explosions, carry for 2D4 miles (3.2 to 12.8 km), depending on the wind, time of day, and ambient noise, which, these days, is not much. A gunfight with a band of survivors, raiders, bandits or rival military forces will attract more survivors and zombies. So will fire, explosions, aircraft, and even the shouts and pleas of innocent people begging for help or arguing or honking the horns of their vehicles to be let inside the base.

Remote Rural Location. The base, naval port or airfield is located out in the wilderness or in "the boondocks" as people say. The nearest small town of fewer than 2,000 people is 50 miles (80 km) or farther away. The nearest small city or urban cluster of towns and farms is 100 miles (160 km) or farther; 80% of which are now zombies. The surrounding area is mostly rural, meaning farmland, parkland, and large patches of forest or open land with the occasional farm. The neighboring towns are small, with populations well under 10,000 and 1D4x10 miles (16 to 64 km) apart from each other and away from the military base. Of course, 60-90% of the population at these locations are zombies, though some farms may have been spared completely.

Chance for continued survival: 50%. Similar to above, as long as civilians do not lure large numbers of zombies to the location of the military base, the chance of survival is good – perhaps even very good. A lot will depend on how well the surviving troops manage themselves and their resources. Same as the previous category, they'll need to operate on the quiet and under the radar of both the zombies and other human survivors. But their remote location makes this easier to accomplish. Even swarms of zombies are likely to be much smaller in number than those of all prior locations discussed, making live humans the greater danger to these military survivors. Here, again, the troops should have the advantage of superior firepower, increasing their chances for survival against all but the largest of hostile forces.

Remote Top Secret Location. This includes places like Area 51/Groom Lake, NORAD, NAVAIR, Tonopah Test Range, Mount Weather, and others. They are so top secret that they were in remote areas away from prying eyes to begin with, and equipped with all kinds of security systems, perimeter surveillance and detection capabilities, and defenses. In short, the small groups of zombies and lone individuals that might make it to the perimeter of such secret locations are immediately detected and dispatched. Likewise, human survivors will be monitored and either intercepted or ignored and left to their own devices.

The real danger these locations have to deal with is the threat from within. How many personnel got sick, died and attacked as zombies? Were the healthy personnel able to fend them off

without further casualties and debilitating losses? If not, even if the zombies were all dispatched, the secret base might be, in effect, neutralized because there are not enough trained personnel to keep it operational. Or the survivors might be too frightened to let in outsiders. Or they may continue to follow orders that do help the civilian population. If the facility was overrun, the entire compound may be sealed off, but crawling wall to wall with zombies. Or perhaps, the survivors sealed the zombie horde in one section of the compound, and fearing the worst, abandoned the installation, leaving it a ghost town with a zombie surprise someplace.

Chance for continued survival: 80%. If the personnel of this base survived, they are in great shape on many fronts. Due to their remote (and/or secret) location, the presence of zombies is minimal. Likewise, most people don't have a clue where the facility is located even if they remember it exists. Even if a large caravan of civilian survivors should make an exodus to the base, they are unlikely to bring a vast swarm of zombies with them, again, due to the remote, unpopulated location. This means the real threat comes from very large groups of hostile civilians, bandits and rogue military units.

Military Bases in Service

Inevitably, a handful of military bases will survive the rise of the dead. Whether from luck, geographic isolation, firepower, sheer will or a combination of all, they survived.

01-40% Closed Military Camp. Some continue to operate as autonomous military operations that reject and shut out civilians. Whether they are operating under pre-Wave orders (01-33%), acting on their own (34-66%), or acting on the secret or current orders from the high command or surviving government (67-00%) is anyone's guess.

41-00% Military Defended Bastion of Humanity. Many military bases are likely to be fortified camps that represent hope to the survivors who flock to them. These locations are likely to try to accept everyone who stumbles across them or comes to them for protection. Some of these surviving bases may even send squads and rescue teams into the woods and urban areas to locate and recover civilian survivors. However, just because they have eluded or held off zombies so far, does not mean they can do so indefinitely. A fortified refuge for the moment, does not guarantee a long-term safe haven.

In either case, above, some bases' days are numbered. Lack of renewable resources, dwindling ammo, manpower, food or some other critical resources have made them untenable. The troops may be slipping away a few at a time, striking out on their own or dwindling through combat attrition as soldiers lose their lives making supply runs, fighting zombies and trying to rescue civilians. Some bases with dwindling numbers of soldiers may be organizing for a mass departure – an armored exodus – to safer ground (wherever that might be). Others may be planning to fortify further and stand their ground, and may even gather civilian survivors to make their base a safe haven for humanity. But can they succeed?

There are a few telltale signs that let a keen observer know that an “occupied” and “active” military base may be nearby. Millions of cars were left littered across America's roads and highways when the dead rose and the living tried to flee. Pushing through a sea of abandoned vehicles can be a difficult task for

most survivors, however, it is a much easier job with the right equipment. Finding clear lanes of travel can indicate a military base is nearby. Long lanes and whole grids of roads and paths littered with broken civilian vehicles crushed along the side of the road or in large, junkyard-like heaps, is a sure sign that construction vehicles or armor combat vehicles have cleared the path. Another sign is tank treads. Armored personnel carriers (APCs) and tanks, in particular, are extremely heavy, tracked vehicles. Their armored tracks often leave visible signs of their passage, pressing trails into soft asphalt and dirt, and scratching up concrete and metal. Clearing a road using tanks and other heavy vehicles is right up the military's alley. Of course, depending on circumstance, the base may have been abandoned after the roads were cleared, or cleared as they evacuated.

Other signs of military operations and the possible presence of a base, are shell casings from automatic weapons and signs of explosives or shellings. When soldiers fight zombies, they expend a lot more firepower than civilian survivors. Pools of spent shell casings only come from automatic weapons, while grenades, tank shells and explosives produce craters and other highly noticeable, telltale signs of military operations. Piles of dead zombies or bodies circled around blast craters are further evidence of military-grade ordnance.

Branch of Service

01-35% Army: Army bases are the most common military base found in the United States, especially away from the coasts. *National Guard* bases and *Army Reserve* stations count as Army bases. These locations have a large amount of assault rifles and ammunition, as well as a good supply of machine-guns, jeeps, trucks and humvees. Some will also have helicopters, tanks and APCs. Like all military bases, Army bases are generally surrounded by a secure, barbed wire-topped fence, and may have cameras, motion sensors and/or infrared detection equipment in place, as well as human or dog patrols along the perimeter fence line.

36-59% Air Force: Air Force bases feature aircraft and have airfields and long runways needed to accommodate them. Flashy planes like jet fighters might still be found inside hangars, but they are only useful for knocking out huge groups of zombies or making high-speed solo flights. Cargo aircraft, helicopters and observation planes are all much more practical since the zombie apocalypse, but many of them were destroyed or lost trying to deliver medical supplies and teams of military doctors during the Wave and since. Air Force bases have fewer riflemen and small arms than Army or Marine Corps bases, and all the aircraft will have provided an easy means of escape to other bases for at least some of the men and women who once worked there.

An active Air Force base may want to find and rescue survivors, especially via helicopters, but the first big obstacle is how to find them. Flybys may or may not reveal survivors, flares, noise and signal fires also attract zombies, and few survivors have access to radios or military bandwidths. The next dilemma is extraction of survivors when they are found. The rooftops of most buildings will NOT support the weight of a helicopter landing on it. Furthermore, helicopters (and all aircraft) are extremely loud, alerting all zombies in the area and drawing zombies from a mile (1.6 km) or more to the location of the hovering or landing helicopter. This makes touchdowns in open streets, fields, stadiums,

and even hovering in the air and lowering down rescue cables, netting or ladders, dangerous for all parties. The survivors trying to get aboard the 'copter are in the greatest danger because the zombies come swarming faster than one might expect. Worse, survivors who may get left behind must now face a massive, converging swarm of zombies they are not likely to be able to elude or battle successfully to escape.

60-80% Navy: Naval bases are found along coastlines where ships can come and go. In addition to standard features like barracks, parade grounds and PT courses, there are berths for ships, dry-docks and large cranes for loading and unloading supplies. A large fuel bunker is somewhere on the base as well, likely close to the water and protected by enough layers of fence and razorwire that even the zombie hordes haven't been able to break through. Keep in mind, though, average cars and trucks won't run on naval diesel fuel and the average person is clueless when it comes to operating a large ship, combat vessel or submarine. Most naval bases suffered the same fate as the Army and other military installations. It is the ships at sea that have the advantage in the short-run as once the crew dealt with their internal zombie problem there were no zombie swarms to contend with. Of course, supplies on a ship or submarine are limited, and if the infection of the Wave infected 60% or more of the crew, the vessel may have still fallen to zombies and is now adrift crewed by the dead.

81-90% Marine Corps: The Marines are primarily a land-based fighting force, similar in some ways to the regular Army. Unlike the Army, Marines have training in amphibious warfare and access to specialized vehicles. Some Navy bases feature Marine Corps sections or sub-bases. Every Marine, whether they are a cook or a pilot, must be checked out every year on the rifle course. As a consequence, the USMC is probably best prepared out of any of the service branches for the kind of face-to-face fighting that accompanies a zombie outbreak.

91-00% Coast Guard: Coast Guard facilities are common throughout the Great Lakes and the East and West Coasts. A combination of military base and sea police station, their cutters and rescue ships are even better suited for the zombie crisis than many Navy vessels. As part of the country's first-responders, however, many Coast Guardsmen were caught up in the events of the Wave, and killed or unable to return to their posts.

Status of Active Military Bases

01-20% Anti-Zombie Headquarters: Not only is this military base intact, it has become a regional rallying point for zombie hunters and soldiers of the apocalypse. Protected under machine-guns and floodlights, ringed with sandbags and razorwire, it is a veritable fortress. The soldiers inside have weathered several zombie attacks and know the basic drill. Ammunition supplies are holding out for now, but the commanding officer has issued a conservation order and every shot fired from now on has to be in response to a matter of life and death.

There are trucks, humvees and assault rifles aplenty within the base. A few helicopters and tanks may be there as well, but these are precious resources to be used under only the most dire circumstances. If the local zombie population is fairly thin, the soldiers may be mounting patrols into the surrounding area. They will be on the hunt for food, gasoline, diesel fuel, guns and bullets, but may be taking civilian vehicles and camping equipment as well. They *may* also be looking for civilian survivors and re-

cruiting other military personnel. If the zombies are out in droves, the base is likely bottled up, uneager to attract attention to itself and expend ammo in futile skirmishes with more dead than they can handle (or to prevent attracting more).

21-40% Safe Haven for Survivors: The base is in a very similar situation as 01-20%, above, except it has been converted into a safe haven for a growing population of survivors. As such, their primary concern is creating a refuge for living survivors, fortifying the base and keeping zombies and human villains away. The military personnel run the base, handle defenses and function as the authorities and leaders of the compound. Most of the civilians embrace them and their efforts, but some may not be happy with military rule. The military will not relinquish its control over this operation, and any civilians who rock the boat too much, commit serious crimes like murder and rape, or try to undermine the operation or the protection of the civilians are executed (letting them go is too dangerous for many reasons). All in all, this is a good place to live and non-military O.C.C.s like Scroungers, Hound Masters, Shepherds of the Damned, and others are put to good use to find other survivors and to build and protect the safe haven.

41-50% Still Standing: This base has survived the storm so far. Its soldiers have been through multiple zombie attacks, and the defenses have been tested and proven suitable for the job. The number of zombies is building up, though, and the base's supply of ready ammunition won't hold out forever. At least half of the surviving troops are most likely formulating a plan to depart the base for safer ground or to unite with other military forces elsewhere. The rest of the troops may be planning to head elsewhere, stay at the base as long as they can, or use it as a base of operations from which to mount rescue operations and zombie fighting missions for as long as they can. When things get too rough or impossible to maintain, they'll try to follow the rest or move on elsewhere, helping those they can along the way.

They can't take everything with them and may be willing to offload some extra military weapons and gear on several survivor groups they know and trust. The rest of the weapons and equipment will be left where they are, though weapons and medical supplies may be hidden away in underground depots so that the troops can find and use them should they return. Likewise, other military personnel will have a good idea of where to look and find such caches. Unless the base is overrun before the troops abandon it, the last to leave will lock up to prevent easy looting and zombie infestation. Again, the main reasoning being, they, other military personnel and survivors can continue to use at least part of the base as a supply depot, resource and temporary place to hole-up.

51-60% Embattled: Groups of zombies attack the base's perimeter several times a week, and individuals test them several times a day. Sometimes the zombie waves are dense, threatening to overwhelm the defenders before artillery or explosives are used to send them back. There are precious interludes as new groups of zombies fall or stagger back, allowing soldiers to rush out in humvees and APCs to look for supplies or find civilians to rescue and bring back to base. However, it is only a matter of days, sometimes hours, before a new zombie onslaught begins. For now, the military force is able to hold its own and even continues to reinforce its defenses, rescue civilians and go on raids to battle zombies away from the base. However, the pace of zombie assaults is only going to increase as time goes by.



61-70% Under Siege: Waves of the undead crash against the base's defenses every day, several times a day. Half the base compound has fallen to zombie infestation, with the remaining troops falling back to more defensible positions. Machine-guns and automatic rifles chatter day and night as lines of zombies fall, only to be replaced by their unholy brethren. The soldiers of the base are fighting a losing battle and small groups of zombies push through the wire or sneak into the perimeter of their fall-back position only to be heroically fought back time and time again. The noise and flashes of frequent combat have drawn in more of the dead from the surrounding area and the situation is getting grimmer by the day. This base's continued life span can be measured in weeks if not days.

71-80% Skeleton Crew: This base was abandoned or fell one or more times already, yet each time a small fraction of the base's remaining personnel (under a hundred, perhaps fewer than 40) have managed to survive and hide or flee, only to return and reclaim part of their base. As a seemingly abandoned base, the zombie hordes have shuffled away, but there are still hundreds of them milling about and wandering, unchecked, through most of compound. The remaining soldiers use a cluster of 1D4+1 buildings as their primary place of operation and make runs to other buildings and supply depots as needed. They may be the only survivors of the base, or have chosen to stay when the rest of the soldiers left. While the base's defenses are still mostly intact, the perimeter has shrunken down to the smallest size possible, razor-wire, sandbags and trenches wrapped around the few buildings they utilize. From the roofs and shadows, the desperate soldiers scurry about like mice and pick off zombies with melee weapons rather than firearms. Rifles and gunfire are reserved for the most desperate of situations. Still, they are able to maintain some

level of operation and conduct mission into the surrounding area, where they rescue and help civilian survivors (but never bring them back to base), fight zombies and brigands, and watch the skies for the helicopters that will bring reinforcements or carry them away to a more secure base of military operations.

81-90% Last Man: Fewer than a dozen soldiers are left alive throughout the entire base. They may have accidentally been left behind by their comrades or decided that staying put was safer than striking out for the open road. Or they may be troops that were out in the field and when they came to base, they found it already evacuated. The base is crawling with zombies, and they are the survivors of countless zombie attacks, but they remain because they know the base like the back of their hand. To survive, they've established several "safe run" passages, hideouts, and supply caches around the base. They know how to use the machine-guns and other heavy weapons, and have set up several locations where they can use guerilla and hit and run tactics to take down zombies (or bandits), make a quick escape and move on to a new sniper or ambush position. Then, when a situation gets too hot, they have several avenues of retreat and safe hideouts in which they can hole-up. Several are underground where the zombies cannot sense or see them. As long as they can wait them out, eventually even the largest zombie swarms move on. They have several isolated and small, defensible locations where they can hide and regroup.

91-00% Slaughterhouse: The smoking ruins of this base are the site of a major battle. There are craters, bullet ridden walls of buildings, wreckage, body parts and rotting corpses everywhere. It is an inhospitable wasteland of death and destruction. A titanic last stand against the zombies took place here, and the base is torn to shreds by explosives, gunfire and the rending hands of the undead. Twisted fences and lengths of razorwire bend over the area, a few writhing Crawlers and Fused Zombies still caught in their metal grasp. Every building is littered with the bodies of dead servicemen and fallen zombies, some of which might stand back up and attack if disturbed. Overall, however, this place is a graveyard. M-16s, 9mm pistols and useful things like hand grenades, boots and military gear are scattered across the landscape, but most people who come upon this scene are likely to be too afraid to enter or do more than make a few quick runs to grab some gear, loot a few bodies and run away. That's good, because the base is occupied by 2D6x100 zombies, many of them dormant until awakened by the presence of the living. That means a single moaning zombie can stir a converging army of hungry dead, adding to the slaughter.

Despite all of this, several small squads of zombie fighting soldiers make runs to the base to acquire supplies and ammunition, and 1D4 squads (6-10 soldiers per squad) have established hideouts on base where they live and work from. The idea is they are safe if they are careful, and have the resources of the base at their disposal. Few civilian survivors, bandits and evildoers dare to come onto the slaughterhouse base, so the soldiers can hide from them by living among the zombies on a base that looks like the pits of Hell. Furthermore, they have set up ambush zones and zombie traps where they can stir-up the dead and lure them to slaughter. When more zombies than they can handle arrive, they slip away to fight another day. While these "slaughterhouse soldiers" are zombie fighters, their primary targets of aggression and retribution are death cultists, Terror Cultists, villains who use zombies against the living, Retro-Savages, and any bad guys who

hurt, rape and kill innocent people, as well as zombie Thinkers, Mock Zombies, Pattern Zombies and Fused Zombies.

Common Features of Military Bases

These features are present at most Army, Air Force, Navy and Marine bases that are not completely top secret installation like Area 51. This data is provided as a general reference and background for players and Game Masters alike.

The percentage number is for Game Masters to use when players visit an abandoned, inactive military installation. Such an installation is likely to have been visited and looted by many bands of survivors. However, there are still likely to be one or more locations – including entire buildings – that have not yet been touched, or which contain plenty of supplies and gear left for newcomers. In that case, the Game Master may roll percentile dice, once or twice, or several times (as the G.M. desires) to determine random locations that have not yet been completely plundered.

01-03% Armory: This is the jackpot. The armory is the base's weapons storage depot and is full of M-16s, M9 Beretta pistols and possibly some light machine-guns, mortars, grenades, grenade launchers, smoke grenades, flares, bayonets, plenty of ammunition and even shoulder-fired missiles (RPG/Rocket Propelled Grenade and/or LAW/Light Anti-Tank Weapon). Military flak jackets, helmets and other body armor and weapons are kept here as well. These weapons and items are a dream come true for those looking for weapons to use against zombies, hostile survivors and evildoers.

04-08% Barracks: Barracks buildings are full of beds for the troops along with recreation areas, shower and bathroom facilities. Some barracks buildings are flimsy temporary buildings or quonset huts, while others are made of wood or stone masonry and will be resistant to zombie attack. While there probably aren't more than 2D4 weapons inside, barracks offer shelter and are full of beds, bedding, clothing, basic gear, and the soldiers' personal items, as well as basic supplies like soap, towels, blankets and bed sheets.

09-11% Chapel: Nondenominational church. Other than containing pews, a few offices, a small meeting room, an altar and some bibles, this building is likely to be empty. **Note:** Of course, there may be dead bodies and some zombies (dormant or active) which may have items valuable to a survivor, such as light body armor, survival knife, pocket knife, side arm (pistol), an extra clip of ammunition, canteen, compass, chewing gum, cigarettes, cigarette lighter, and similar items.

12-13% Control Tower/Radar: All air bases will have one or more of these facilities. Air bases will also have hangars and facilities for maintaining aircraft.

14-16% Command Center: The command center is usually just an office building, but is home to the most important records and offices on base. The commanding officer's personal office is located here, and this might be the place where the survivors have chosen to make their last stand. It is likely to include base security and a monitoring station.

17-20% Commissary & Exchange Stores: Think Wal*Mart with a supermarket; common and basic foods, drinks, clothing, over the counter drugs, newspapers, magazines, toys, toiletries, cigarettes, and personal items.

21-23% Communications Center: All bases have one or more satellite dishes and long-range radio capabilities as well as a network of underground fiber optic cables connecting the base to other regional military bases and command stations.

24-27% Dispensary: This is part pharmacy and part medical storage facility where common drugs, medicines, painkillers, bandages and other medical supplies are kept and distributed.

28-31% Eateries: Many modern bases allow some fast-food and other types of restaurants on site, such as McDonalds and Burger King, as well as officer clubs, NCO clubs, etc. Also see *Mess Hall* and *Entertainment*.

32-34% Emergency Weapons Storage: This is an underground weapon depot filled with additional ammunition, grenades and explosives, as well as additional assault weapons (not as many as the Armory) and heavy weapons (light, medium and heavy machine-guns, LAWs, RPGs, etc.).

35-38% Entertainment Clubs: In addition to places to eat, there are social clubs, officer clubs, NCO clubs, lounges, theaters, a bowling alley, stores and sometimes even a park or golf course where the troops can unwind and relax.

39-42% Fuel Depot: Think private gas station or fueling station for base vehicles. Be it an air base, Army base or naval base, they are all going to have their own fuel reserves and fueling stations. Depending on the nature of the base, especially air bases, there may be fuel trucks and 50 gallon drums of liquid fuel, oil and other precious materials for vehicles.

43-45% Fire Station: This is a military equivalent to the fire-fighting facility found in cities everywhere.

46-48% Hospital/Infirmary: All military bases have at least a small hospital with examination rooms, emergency room, x-ray room, operating rooms, dental facility, pharmacy, medical supplies, and other basics, while large bases are likely to have their own, onsite hospital.

49-51% Laundry/Linen House: The name says it all. This is where hospital linen, blankets, towels, uniforms, etc. are washed, cleaned and pressed.

52-55% Mess Hall/Dining Hall: It takes a lot of food to feed soldiers, sailors, airmen and marines. Military mess halls are typically large buildings with huge kitchens, meat lockers, numerous freezers and pantries, and banks of stoves/ovens. Depending on the size of the base and number of personnel, there may be one, two or several dining halls. There is no telling how much of the food is still present and edible. **Note:** MREs (Meals Ready to Eat; modern field rations) are NOT found at mess halls or kitchens.

56-58% Non-Perishable Food Storage: This is often a underground chamber containing a 6-12 month supply of MREs (Meals Ready to Eat; modern field rations), and other canned goods, coffee, tea, and similar foods, as well as some additional storage of water.

59-62% Motor Pool: Garages to service, repair and maintain vehicles. Military bases all have a fleet of various combat and cargo vehicles. A motor pool is likely to contain the same kind of items one would find at a garage or gas station, including tools, spare parts, etc.

63-65% Obstacle Course and PT Area: Used to keep the soldiers in shape, obstacle courses are common on military bases. There is also likely a running track or designated running course, and probably a gym as well. The outdoor O-course and PT area

might be a bit removed from the center of the base, tucked away in the woods somewhere or in a distant field. Nearby storage huts and small buildings may contain exercise equipment, weights, towels, showers, and similar supplies.

66-69% Offices: Military bases are residences and businesses, and that includes offices for logistical and support personnel, bean counters, pencil pushers and officers. They contain the same range of materials and items you'd expect to find in any office, from computers and paper goods, to staplers and pencils. Being a military base, there may also be personal side arms, knives and combat mementos.

70-72% Parade Ground: Basically just a wide open area, the parade ground is where formations are held and troops assembled. On one side of the parade ground is a simple wooden stand with a public address system where the commander can be seen and heard by all of the soldiers present.

73-76% Parking Areas: Parking for civilian visitors and authorized civilian workers, as well as a restricted, fenced off parking area for personnel living off base, visiting military personnel, etc. Individual vehicles contain gasoline in their tanks and a wide range of possible items in the trunks, glove compartments and back seats – including dormant zombies.

77-79% Post Office: Same form and function as those found in towns and cities across the country, and the same types of supplies and gear.

80-82% Power Plant: Military bases with more than 1,000 personnel have their own, independent power plant or small nuclear power plant underground, as well as an array of portable generators from the size of an easy chair to the size of a small truck. **Note:** Smaller bases of 500 troops or fewer may not have their own power plant, but will have portable, backup generators.

83-86% Security: This is the office of the Military Police and base security. Think police station with a handful of jail cells, a small independent armory, vehicles, handcuffs, etc.

87-89% Special Areas: This includes firing ranges, driving schools, other schools and training facilities, test tracks, airfield, bomb disposal training, special resources/operations, practice areas, and so forth.

90-93% Storage Buildings: A military base accommodates and supports hundreds to a thousand or more personnel. This requires storage of all sorts of goods from blankets and toilet paper, to food, spare parts and ammunition.

94-97% Vehicle Depot: The base's humvees, armored vehicles and things like jeeps and staff cars are housed at the vehicle depot. There might also be a helicopter or two, regardless of the branch of service. Fuel, spare parts and dedicated repair facilities are all found inside.

98-00% Water Storage Facilities: Most bases have an independent underground water storage system that may include a deep well/aquifer and/or many underground water tanks for long-term survival when cut off from an outside water supply or it becomes contaminated. Includes one or more water towers.

Note: Many military bases are located near a neighboring civilian community from small town to city that often caters to the military base, airfield or port and provides additional services. For example, this is where "off-base" housing for the families of military personnel will be located.

Random Military Equipment on Abandoned Bases

The weapons and gear described in this table are items that can be found even at military bases that have been plundered for supplies many times by other survivors. **Note:** See the *Weapons & Equipment* section of the **Dead Reign® RPG** for full stats on guns, grenades, explosives and military vehicles. Weapons and equipment are typical of the United States Army or any other modern, well-equipped fighting force.

01-02% Boots and Uniforms: 2D6+3 pairs of boots and 1D6+10 sets of camouflage utility uniforms suitable for field use.

03-04% MRE Rations: Handful: 2D6 MRE (Meals Ready to Eat) ration packs, each one enough to sustain one person for one or two days.

05-06% MRE Rations: Box: 1D4x10+20 MRE packs.

07-08% MRE Rations: Truckload: 1D6x100+240 MRE packs.

09-10% Field Kitchen: Small military field kitchen with field stove, 1D4 sacks of rice or pasta, 2D4 sacks of potatoes, 2D6 cans of evaporated milk, crackers, cereal and packaged sandwiches, enough for approximately 50 individual meals.

11-12% Pistol Ammunition: Box: 200 rounds of 9mm pistol ammunition.

13-14% Pistol Ammunition: Crate: 2,000 rounds of 9mm pistol ammunition.

15-16% Rifle Ammunition: Box: 200 rounds of 5.56mm rifle ammunition, suitable for use with M-16s, M4 carbines and Squad Automatic Weapons.

17-18% Rifle Ammunition: Crate: 1,800 rounds of 5.56mm rifle ammunition.

19-20% Machine-Gun Ammunition: Box: 200 rounds of either 7.62mm light machine-gun ammo or .50 caliber heavy machine-gun rounds.

21-22% Machine-Gun Ammunition: Crate: 1,200 rounds of 7.62mm light machine-gun ammo or .50 caliber heavy machine-gun rounds.

23-24% Razor Wire: 150 feet (45 m) of razor wire, rolls of advanced barbed wire that military units use to cordon off areas. Zombies can climb over it, but will sustain 4D6 S.D.C. damage in the attempt and may become entangled or lose a limb.

25-26% Climbing Equipment: Harnesses for four individuals and eight 100 foot (30.5 m) lengths of rope, along with carabiners and maybe even a grappling hook.

27-28% Hand Grenades: 2D6+4 hand grenades. They do 2D4x10 damage to everything within a 15 foot (4.6 m) radius. 120 foot (36.6 m) throwing range.

29-30% C4: 2D4 prepared charges with time-delay fuses set for 1D4+2 melee rounds. 3D6x10 damage to everything within a 25 foot (7.6 m) radius. Must be placed by hand; cannot be thrown.

31-32% Breaching Charges: Breaching charges are small, precise, explosive charges used to penetrate walls and blow doors off their hinges. 5D6 damage to anything within a three foot (0.9 m) radius; 1D6+1 charges.

33-34% Claymore Mines: Claymore mines contain explosive charges mounted next to strips of ball bearings. When the mine goes off it shoots ball bearings in one general direction like a giant shotgun, causing damage over a large area. 4 claymore

mines are discovered. 4D6 damage to everything in a 50 foot (15.2 m) cone in front of the mine. Must be set off manually using a firing wire.

35-36% Military Dog: A trained military dog has been left behind in the chaos and managed to avoid the zombies. The dog will be very happy to find normal people, and immediately bond with the player characters. If one of the characters is a *Hound Master* he may choose to add the dog to his pack. The dog already knows commands and will follow orders when given.

37-38% EOD Robot: Used for disarming explosives, military robots are rugged and equipped with a camera and arm for manipulating objects and cutting wires. The robot has an A.R. of 12, S.D.C. of 120 and a speed of 5 mph (8 km).

39-40% Nightvision Goggles: 1D4 pairs of nightvision goggles and batteries for 48 hours of continuous use.

41-42% Tear Gas: 2D6 tear gas grenades.

43-44% Riot Gear: 1D6 suits of riot gear (A.R. 14, S.D.C. 180, 12% movement penalty).

45-46% Gas Masks: 2D6 gas masks.

47-48% Field Radio: One two-way field radio, range of 100 miles (160 km).

49-50% Body Armor: Light: 1D6 flak jackets (A.R. 10, S.D.C. 50).

51-52% Body Armor: Heavy: 1D4 hard armor vests (A.R. 12, S.D.C. 120, -5% movement penalty).

53-54% Body Armor: Ordnance Disposal Suit: One set of ultra-heavy bomb disposal armor (A.R. 17, S.D.C. 280, -20% movement penalty).

55-56% Single Pistol: One 9mm Beretta pistol, standard US Army side arm, and 144 rounds of ammunition.

57-58% Side Arms: 2D6+2 9mm pistols and 920 rounds of ammunition.

59-60% Single Submachine-Gun: One MP5 or UMP-45 submachine-gun and 100 rounds of ammunition.

61-62% Submachine-Guns: 2D4 submachine-guns and 3D6x100 rounds of ammunition.

63-64% Military Shotgun: One military-style shotgun with laser sight and 8 round ammo capacity, plus 2D4x10 shotgun rounds.

65-66% Rifle: M4 or M-16: One military assault rifle and 2D6x10 rounds of ammunition.

67-68% Rifle: M4 or M-16 with Grenade Launcher: One military assault rifle with an under-barrel grenade launcher that fires rifle grenades. 1D6x10 extra rounds of ammunition and 2D6 rifle grenades.

69-70% Rifle: Sniper Rifle: One military sniper rifle with high-quality sights (+1 to strike on all shots), and a box of 2D4x10 rounds.

71-72% Rifles: Several: 2D4+2 military assault rifles, each with a fully loaded magazine but no additional ammunition.

73-74% Rifles: Many: 3D6+10 military assault rifles, plus 1D6x1,000 rounds of ammunition.

75-76% Machine-Gun: Squad Automatic Weapon: One light machine-gun that uses the same ammunition as the M-16 assault rifle and M4. The SAW counts as a light machine-gun and is +1 to strike due to its superior balancing and design for use as a one-man weapon system. Found with 1D4 ammo belts each carrying 500 rounds.

77-78% Machine-Gun: Medium: One medium machine-gun and a 300 round ammo belt.

79-80% Machine-Gun: Heavy: One heavy machine-gun and 1D4 200 round ammo belts.

81-82% Mk 19 Automatic Grenade Launcher: The Mk 19 is basically a machine-gun that fires rifle grenades. It is a devastating weapon in the right hands, enough to hold off an entire wave of zombies. The weapon weighs over 70 lbs (32 kg), however, so carrying it around is not an easy option. Damage: 1D6x10 damage to a 10 foot (3 m) radius for a single blast, 2D4x10 to everything within a 25 foot (7.6 m) radius for a burst of three grenades. Range: 4,000 feet (1,219 m). Payload: 90 round belt.

83-84% Javelin Antitank Weapon: A shoulder-fired missile launcher designed for taking out armored vehicles. Damage: 2D6x10 to a 20 foot (6.1 m) blast radius. Range: 1,000 feet (305 m). Payload: One missile at a time. Comes with three missiles.

85-86% Vehicle: Civilian Vehicle/Staff Car: 1D4 luxury sedans with military plates.

87-88% Vehicle: Jeep: One military jeep with 4-wheel drive capability, fueled up and ready to ride.

89-90% Vehicle: Humvee: One military humvee with light armor: A.R. 14, S.D.C. 350. May have a light or medium machine-gun mounted on top. It is fueled up and ready to ride.

91-92% Vehicle: Military Truck: One military transport truck. No telling what is stored in the back (G.M.'s discretion or roll again on this table or the next).

93-94% Vehicle: APC: One armored personnel carrier, equivalent to the LAV-25 listed in the **Dead Reign® RPG**. **Note:** Requires corresponding pilot skill to drive.

95-96% Vehicle: Tank: One M1A1 Abrams main battle tank. **Note:** Requires corresponding pilot skill to drive.

97-98% Vehicle: Helicopter: One UH-60 Blackhawk utility helicopter, capable of transporting up to 14 passengers in addition to the 2 pilots. May have a door-mounted medium machine-gun. **Note:** Requires corresponding pilot skill to drive.

99-00% Vehicle: Supply Plane: One military cargo aircraft. **Note:** Requires corresponding pilot skill to drive.

Random Gear Found on Zombies Who Were Once Military Personnel

Military personnel who died and became zombies are likely to have any number of weapons or valuable items on their person. The problem is the damn thing must be killed first to get the item(s), and a battle might alert other zombies to the survivor's location. Consequently, the individual may need to make a quiet kill, up close, and grab only the most obvious or valuable gear from the downed zombie, such as a weapon, ammo magazine, canteen, cigarette lighter, and so on. Scavenging valuables from the dead – especially rooting through the pockets and backpacks of slain zombies (which are also likely to be splattered in blood and gore) is repugnant. However, these are desperate times for survivors, and dead military personnel, walking or not, are likely to be wearing or have in their possession, gear and equipment survivors need.

Note: See the *Weapons & Equipment* section of the **Dead Reign® RPG** for full stats on weapons and explosives. This table is suitable for all branches of the military as well as the National Guard and law enforcement. The term “clip” or “ammo clip” refers to an *ammunition magazine* for automatic weapons. If the list says 1D4 ammo clips it refers to *loaded* magazines, not an empty clip.

A player may roll as often as the Game Master allows, or as time permits, to search the pockets and backpack of a slain soldier zombie. G.M.s may allow a roll for each pocket or pouch, though some are likely to be empty (G.M.'s discretion). With a few exceptions, the table does not include boots, uniforms, helmets and other articles of clothing worn by the zombie.

01-02% Wristwatch.

03-04% Canteen. Plastic one quart canteen.

05-06% Pocket Flashlight.

07-08% Baton/Billy Club or Entrenching Tool. A collapsible riot baton/billy club (for riot control) or standard issue folding shovel.

09-10% First-Aid Kit. Bandages, gauze, bleed stop bandage, two tourniquets, one suture set, one tube of instant skin, one pair of scissors, one folding knife (small, 1D4 damage), one stainless steel hemostat, one splint, one irrigation syringe, one bottle of pain reliever, 1D4 QuikClot gauze bandages, 2 instant ice packs, 2 instant heat packs, 6 safety pins, 2 sterile medical sponges, 15 clean wipes, 15 antiseptic wipes, 15 alcohol wipes, 15 iodine wipes, bottle of sterile flushing solution, rolls of tape, burn aid package, 4 First-Aid Cream packages, 4 triple antibiotic packages, and other basic standard items like 1D4+1 pairs of surgical gloves, tongue depressors, thermometer, a pair of tweezers, hand soap, and similar items.

11-12% Assault Rifle. Enlisted men assigned to base defense, riot control or responding to civil unrest in the field, as well as National Guard dispatched under similar circumstances will carry assault rifles. However, troops that are slain and become zombies drop their weapons and walk away from them. If this number is rolled, it means there is an assault rifle still slung around the zombie soldier's shoulder or clenched in its fist (though it will use the rifle as a club, unless it is a Pattern Zombie, Mock Zombie or Thinker).

13% Pack of Chewing Gum or Hard Candy and a Disposable Cigarette Lighter.

14% Folding Pocket Knife/Pen Knife. Small, does 1D4 damage.

15% Refillable Cigarette Lighter. Sturdy, metal "zippo" style lighter that can be easily refilled.

16-17% Pistol. As a general rule, enlisted men carry an assault rifle that a zombie is likely to drop. Only officers and military police carry a side arm (a 9mm automatic pistol is standard issue for most militaries of the world).

18-19% Compass, Can Opener and MRE Spoon.

20% Pack of Cigarettes and a Disposable Lighter. A lot of military personnel take up the habit of smoking.

21% Binoculars.

22-23% Survival Knife. 1D6+1 damage.

24% Passive Nightvision Goggles or Gun Scope.

25-26% Sidewinder Flashlight. Adjustable head with over 185 degrees of movement and LEDs providing five intensities each of white, red, blue and infrared light, including a strobe function. Has a helmet mount and runs on AA batteries. Standard issue for Marines, fits in a pocket and resembles a transistor radio.

27% Classic Flashlight.

28-29% Poncho and Sleeping Bag. Both are waterproof and kept in a compression sack to hold them.

30% Sniper Rifle. Bolt-action, single-shot rifle. Troops that are slain and become zombies drop their weapons and walk away from them. If this number is rolled, it means there is a sniper rifle

still slung around the zombie soldier's shoulder or clenched in its fist (though it will use the rifle as a club, unless it is a Pattern Zombie, Mock Zombie or Thinker).

31% Tarp and Foam Sleeping Mat.

32-33% Ammunition. 1D4 extra clips of rifle ammunition.

34-35% MRE Rations. 1D6 MRE (Meals Ready to Eat) ration packs, each one enough to sustain one person for one or two days.

36-37% Work Gloves. One pair of green-grip dot gloves.

38-39% Emergency Blanket. One waterproof, metalized emergency blanket with reflective surface for high visibility (reflects sun and heat), opens to 4x7 feet (1.2 x 2.1 m).

40-41% Ammunition. 1D4 extra ammo clips for 9mm pistol.

42-43% Rope. 10 feet (3 m) of 5mm cord in camo or green color.

44-45% Candy and/or Nuts in a Plastic Bag. Food that does not melt or spoil.

46-47% Spool of Green String. 50 feet (15 m) of string, used for a variety of purposes. In the alternative, a package of dental floss.

48-49% Bayonet. 1D6 damage.

50-51% 1D4 12 Hour Light Sticks. Also known as "chem-sticks."

52-53% 1D4 Flares or Shotgun Rounds.

54% Two Smoke Grenades.

55-56% One Hand Grenade (fragmentation; 2D4x10 damage to a 15 foot/4.6 m blast radius).

57% 1D4 Rifle Launched Grenades (2D4x10 damage to a 15 foot/4.6 m blast radius).

58% Assault Rifle with Grenade Launcher. Troops that are slain and become zombies drop their weapons and walk away from them. If this number is rolled, it means the weapon is still slung around the zombie soldier's shoulder or clenched in its fist (though it will use the rifle as a club, unless it is a Pattern Zombie, Mock Zombie or Thinker).

59-60% Basic Trauma Management Kit. Several bandages, two elasticized bandages (can stretch 6-8 inches for field dressing), gauze, bandage, one tourniquet, QuikClot combat powder or gauze bandage.

61% One Emergency Field Dressing/Bandage.

62-63% Ballistic Vest: A.R. 10 and 60 S.D.C.

64% Shotgun. Loaded with 12 rounds.

65-66% Web Belt with Pouches. Roll 1D4 additional times on this table to determine content of some of the pouches (re-roll results that wouldn't logically fit); the rest are empty.

67-68% Ammunition. 1D4+1 extra ammo-clips/magazines; 01-50% rifle rounds. 51-00% pistol rounds (or other).

69-70% Water Purification Tablets. 2D6 of them.

71-72% Water Bottle. An extra water bottle with metal mug and spoon or a canteen.

73-74% Individual Water Purification System/Hydration Pack. A sort of filter.

75% Tool Kit. Small set of basic tools (screwdriver, pliers, etc.).

76-77% Weapon Cleaning Kit.

78-79% Extra T-Shirt. Short sleeve or long sleeve and nylon Balaclava (pulled over head to keep warm).

80-81% Notebook with a Pen or Pencil in a Plastic Bag.

82-83% Ballistic Goggles or Ballistic Sunglasses. Impact resistant.

84% Ballistic Hearing Protection. A pair of military grade earplugs.

85-86% Map of the Local Region.

87% Internal Communications Radio. Short-range, walkie-talkie, typically carried by officers and squad leaders only.

88-89% Whistle and Laser Pointer.

90% Metal Detecting Wand.

91% Bolt Cutters.

92% Light Machine-Gun & 1D4x100 Rounds. Troops that are slain and become zombies drop their weapons and walk away from them. If this number is rolled, it means there is light machine-gun still slung around the zombie soldier's shoulder or clenched in its fist (though it will use the weapon as a club, unless it is a Pattern Zombie, Mock Zombie or Thinker).

93% Claymore. This item is in the backpack or hip pack worn by the zombie. Claymore does 4D6 damage to everything in a 50 foot (15.2 m) cone in front of the mine. Must be set off manually using a firing wire.

94% 60 mm Mortar Round. This item is in the belt or backpack worn by the zombie, or possibly clutched in its hand. Requires a mortar to launch it. Troops assigned to a fire team often carry one or two mortars. 2D4x10+20 damage to everything in a 50 foot (15.2 m) blast radius.

95% Mortar. Can fire smoke and explosive 60 mm mortar rounds. Slung over its shoulder, in a back pack or clutched in its hand.

96% 1D4 Explosive Hand Grenades. The grenades are on the belt, in belt pouches or in a backpack or even pockets.

97% Flamethrower. The zombie soldier is wearing a flamethrower. It will not use the weapon unless it is a Pattern Zombie, Mock Zombie or Thinker. There is also a 01-50% chance that this zombie also has a small tool kit or lock picking set.

98% Field Backpack. Waterproof poncho, 1D6 candy bars, 4D6 hard candies, extra canteen or water bottle, 1D6 MREs, 1D4 extra MRE spoons, one can of soda or beer (not standard issue), 1D6 extra ammo clips for assault rifle, one explosive hand grenade, military flashlight, 1D4 12 hour lightsticks, pen and notebook in a plastic bag, 1D4 disposable plastic cigarette lighters, sling rope (15 feet/4.6 m), folding shovel, two pairs of socks, weapon cleaning kit, extra T-shirt, a balaclava, a pair of gloves, a whistle and a can of soup or pack of cigarettes.

99% Medic's Backpack. Think doctor's bag only larger. Includes all items found in the First-Aid Kit described previously x2, plus stethoscope, blood pressure kit, tactical trauma kit, field surgical kit, one bottle of aspirin, one bottle ibuprofen, one bottle acetaminophen, one bottle lopermide, antibiotic ointment, bottle of antibiotics, 1D4+4 morphine auto-injection syringes, additional morphine, topical adhesive, liquid skin, 8 tubes surgilube, plastic specimen bottle, box of 50 disposable surgical gloves, 10 latex surgical gloves, 1D4+1 QuikClot gauze bandages, pack of QuikClot powder, 2 tourniquets, 20 4x4 inch and 20 2x2 inch pieces of gauze, six sterile gauze dressings, 15 bandaids, 1D4 elasticized bandage, 4 rolls of four inch tape, 2 rolls of two inch tape, two chest seals, three water seals, four J-tubes, 3 nasopharyngeal, 4 IV starter kits, 8 14g needles, two scalpel 10 and 12 blades, 2 pairs of scissors, two restricting bands, oral thermometer, rectal thermometer, box of 100 wound closure strips, 4 foot powder packs, package of 12 foot (3.6 m) long cable ties, one sharps container, pocket mask, 10 feet (3 m) of nylon cord, pocket mirror,

four 12 hour lightsticks, small portable lantern (optional), 2 penlights, 2 VS-17 signal panels, and medical quick reference books.

00% Weapons Backpack: 1D4+4 loaded magazines with rifle rounds, 1D4 clips with pistol rounds, a 9mm or old 45 automatic pistol, a box of 72 rifle rounds, 1D6 flares, 1D4 smoke grenades, 1D4+1 hand grenades or blocks of C4 explosives (prepared charges with time-delay fuses set for 1D4+2 melee rounds; 3D6x10 damage to everything within a 25 foot/7.6 m radius; must be placed by hand; cannot be thrown), folding shovel, pocket knife, penlight, pair of wire cutters, survival knife, spool of wire (20 feet/6.1 m), and rope (10 feet/3 m).

Abandoned Military Bases

The base is completely devoid of military personnel, at least living troops. Depending on what befell this installation, the place may look as if it had simply closed down before the Wave and never opened its doors again. Or the base may look like a war was fought there, with craters and wreckage, burned out vehicles and buildings, and evidence of human remains. However, those slain by zombies would rise as zombies themselves and shuffle away, so dead bodies are comparatively few. In both cases, there may be big pieces of equipment and vehicles missing. Light military vehicles like jeeps and humvees may be there for the taking, as well as civilian vehicles blocking the road to the base and filling its parking lots as people fled to their local military base for protection (but found none). A car-filled road and parking lot suggests the base fell to the zombie hordes. If the roads have been cleared, it suggests a mass exodus took place, but where the troops may have gone is anyone's guess.

Many abandoned military bases have been repeatedly looted, though there may still remain weapons and gear to be had for those who make a thorough search (or luck out). Other bases have been barely touched and contain a vast wealth of small arms, assault weapons, ammunition, explosives, flares, knives, radios, helmets, camouflage clothing, boots, canteens, rope and all sorts of survival and military equipment, as well as a variety of combat vehicles. Many people forget, but a military base is a small town and workplace. That means it has fuel depots, gas stations, housing, mess halls, storage buildings, motor pool/garage, barracks, offices and office supplies, beds, bedding, blankets, pillows, medical supplies, food/MREs, tools, and personal belongings. The first things survivors and looters go for are the weapons, ammunition, body armor and combat vehicles. The next is medical supplies, food, portable generators and fuel. The last to go are basic gear and non-combat items like blankets, bedding, clothing and office supplies. Furthermore, there are always weapons, ammo and things of value that were missed and left behind for those who take the time to look for them. Serious survivors can find all kinds of things at abandoned military bases, including stripping down walls for building material, fences and barbed wire have many uses, and abandoned vehicles mean a wealth of spare parts, sheet metal and materials for armoring vehicles and hideouts. Similarly, the facility is likely to have a vehicle depot and garages where one can work on, repair, maintain and modify vehicles, and there is inevitably a building that can be used as a fortified position and which could provide a solid starting point for creating a safe haven. All military bases also have underground water tanks and/or wells for drinking water and hidden fuel and weapon

caches, so even a base that seems completely looted offers certain resources and opportunities.



Random Zombie Encounters at Military Bases

Military bases were part of the first round of zombie attacks during and after the Wave. Once hospitals and emergency shelters filled up, many bases were pressed into service as triage centers. Military bases were also among the places where the massive numbers of dead bodies were taken for cremation in huge fire pits and by chemical disposal. As the dead rose, even trained soldiers with automatic weapons were not prepared for the unnatural onslaught. Most military bases were infested by zombies and their personnel slaughtered or forced to abandon and flee them.

As a place where the dead were tossed into mass graves, exposed to chemicals and fire to destroy the bodies to prevent the spread of disease from decaying bodies during the Wave, military bases are among the locations where one is most likely to encounter all types of **Multi-Zombies**. Some are fused together from being at the bottom or massive piles of dead bodies or rotting in mass graves. Others from being exposed to flesh-melting chemicals and fire intended to destroy the corpses. Likewise, many zombies fighting to get into or out of the enclosed base became tangled together in barbed wire, razor wire, fencing, netting, rope and other materials that have fused two or more zombies into monstrous amalgamations.

All zombies listed in the following encounter table are presumed to be active, hungry and dangerous. Roll percentile dice

for a random encounter or pick whatever seems appropriate for that area of the base.

Combat Note: Survivors who engage in hand to hand combat with zombies tangled or wrapped in any type of *barbed wire* or *jagged fencing*, have a 01-50% chance of getting snagged by the barbed wire each time they strike, hooking them to the zombie mass until they can pull or cut themselves free (takes one melee attack/action). There is also a 01-30% chance the living combatants get scratched or cut by the wire each time they strike or get hooked onto it. The cut causes that living individual(s) to bleed which sends the zombies into an increased murderous frenzy and magnitude of moaning.

01-05% Live Wire. Large areas of the installation's fencing have been torn down and are missing. In other areas where the fencing still stands, it is covered with zombies that have been pushed and pressed into and impaled on the cyclone fencing, or hang from jagged holes and tears in the fencing, hooked by their clothing and flesh, or hung up on razor and barbed wire on the top of the fence, barbed wire that fell from the top of the fence, and/or additional razor wire that was strung up across or inside the fencing to prevent invasion. The end result is a *wailing wall of zombies* strung up along the fence, often packed as tight as sardines in a can. The exact length of what many have dubbed "Live Wire" varies from patches 3D6 yards/meters long to 3D6x10 yards/meters. Other parts of the standing fencing are free of zombies or

hold only 1D6 every 50 yards or so. Other zombies may be stuck on coils of additional razor wire laid over the ground.

The obvious danger is getting too close to the flailing arms of the zombies stuck on, in and through the fencing. The other danger is the cursed monsters wail and moan as soon as they see the living, even from a distance. This, in turn, calls other zombies to their location to hunt and kill human prey, but also alerts other people in the area or on base that intruders/vistors are present.

Note: Live Wire can occur anywhere on base and other secured facilities where there is some type of barbed wire or fencing. These zombies are predominantly dressed as civilians, but may also include military personnel (10%).

06-08% A Pair of Fast-Slow Zombies pull and tug at each other as they shamle toward and moan at living prey. The duo are tangled in barbed wire, jagged fencing or some sort of wire or cord. They are dressed as civilians. In the alternative, they could be a pair of Twin Speedster Zombies or 1D4 Fast Attack Zombies.

09-11% Fused Crawlers. 1D4+2 Crawlers are bound together in a tangle of barbed wire. They scurry on like a weird humanoid insect in pursuit of human prey. One is clad in a military uniform, the rest are civilians.

12-15% Fused Sloucher and Crawler Combo. A Sloucher wrapped in barbed wire shuffles along with one Crawler strapped to its back and another pulled along behind it like dog on a leash. They are dressed like civilians.

16-19% Chained Zombie. 1D4+1 zombies are bound together in a tangle of razor wire or cyclone fencing. They are dressed as civilians.

20-22% Parasite Juggernaut. This is a big, flabby zombie that carries the load of 1D4+2 other zombies fused to its body, half of them zombie children.

23-26% Fused Zombie. A pair of Slouchers fused into one at the hip and leg stumble along in search of prey.

27-29% Pattern Zombies. 1D6 zombies in helmets and full military uniform, wearing backpacks and carrying assault rifles, are marching in formation with each other. They stop and attack any "intruders" (i.e. non-military personnel) they see, and attack anyone who approaches them. However, they'll ignore people dressed in the same service uniforms as themselves.

30-32% Sloucher. A Sloucher in military garb.

33-36% Walking Grave. Encountering one of these is always a nightmare.

37-40% Sloucher Group. A group of 2D4 Slouchers are on the move. All are clad in civilian clothing.

41-43% Flesh-Eating Zombies. 1D6+1 Flesh Eaters screech and attack. They used to be soldiers.

44-47% Chained Zombies. A pair of Slouchers or a Juggernaut lurches forward, flailing with one arm. The other arm(s) is stuck in a tangle of razor wire or jagged fencing that it drags behind it. Stuck in the tangle is another Sloucher that can't walk because its legs are tangled and one or two Crawlers stuck in the wire. The lower body of one of the Crawlers dangles from a lower portion of the wire. This cargo reduces the speed of the main, walking zombie by half. The zombies caught in the tangle moan, grab and attack anyone who comes too close or who is knocked into their clutches.

48-51% Sloucher Soldiers. A group of 3D4 Slouchers in military uniforms are on the move.

52-54% Silent Sloucher. A Sloucher in military uniform lurks in the shadows, the lower part of its mouth and jaw missing.

55-58% Twin Speedster Zombie. This pair seem to have been fused by fire, from a flamethrower perhaps, and are an ugly mess.

59-61% Fast Attack Zombies. 1D4 Fast Attack Zombies clad in military uniforms.

62-65% Sloucher Soldiers. 1D6 Slouchers in military uniforms.

66-68% Pattern Soldiers. A squad of ten soldiers marches by in the distance. Upon closer examination, they are Pattern Zombies, going through their formation drills and marching routines. The maneuvers are crisp and professional, the zombies almost perfectly in sync. One of them is even acting as the drill sergeant, pretending to call out orders and inspect the troops. They will not attack unless someone tries to disturb their formation.

69-71% Bug Boy Zombie. 1D4 Bug Boy or Worm Meat zombies on the prowl. See **Dead Reign Sourcebook 2: Dark Places** for stats and description. May substitute with any other kind of zombie.

72-75% Impersonator Zombie. On a military base, this creature will dress and behave like military personnel who wants to help or needs help to lure living victims into its clutches. See **Dead Reign Sourcebook 2: Dark Places** for stats and description. May substitute with a Thinker or Mock Zombie.

76-78% Blow Fish Zombie. This bloated, rotting monstrosity crawls out of a sewer, swamp, pond, well or other wet place, or perhaps it waits and lurks at such a location. There may be one or 1D6 of them.

79-82% Armored Zombies. A group of 1D6 soldiers deployed in heavy body armor were surrounded and overpowered by zombies. Now they have risen again and their heavy armor is still in place. These troops were outfitted with full suits of hard armor and helmets just before their deaths. (A.R. 16, S.D.C. 260.) They may be slow and awkward (-2 to strike and dodge) but they are extremely difficult to stop. The helmet must be knocked off/removed, before a "Called Shot" can be made to the head/brain at any range beyond point blank. Good luck! These soldiers also wear a belt with a side arm and several pouches with additional ammo and/or gear.

83-86% Twin Speedster Zombie. A lone pair or 1D6 pairs of them.

87-90% Parasite Juggernaut. A lone monstrosity or 1D4 of them.

91-93% Silent Sloucher. A lone, silent hunter.

94-97% Spare-Parts Thinker. This mad amalgamation of death and metal is searching for unsuspecting prey.



98-00% Walking Graves. Encountering one Walking Grave Zombie is a nightmare. Here are 1D4+1 of them accompanied by 2D6 Slouchers and 1D6 Fused Zombies shambling along with them. Only the Slouchers are in military garb.

Non-Zombie Encounters at Bases

Abandoned military bases are not safe. They are likely to be crawling with zombies that were once military personnel and those that were civilians who fell to the Wave or to zombies. Military compounds are also going to attract desperate civilians (possibly with zombies on their trail) and ruthless survivors, bandits, death cultists, self-made warlords and their followers, and other dangerous groups. Such people, especially those who have given up on humanity or who have adopted a “dog-eat-dog” mentality, are likely to claim all or part of a military base for their group alone. Plus there are bandits, raiders and all manner of people coming to military bases.

Cutthroats and ruthless people will fight anyone who tries to “share” their military treasure trove – or who threatens their claim to it. **01-25%** Fight till half of them are injured and some slain before retreating. **26-50%** Fight till half of them are slain before retreating. **51-75%** Fight till half of them are slain before retreating, but these villains will return at night or when least expected to launch ambushes and surprise attacks to take back what’s theirs and/or to exact bloody revenge. **76-00%** Fights to the death; will not surrender nor retreat.

01-05% Lost Patrol. Separated from their larger unit, by the time they were able to return to base it had been overrun by zombies and the troops either fled to parts unknown or were slain and became zombies themselves. Now the lost patrol (squad to company size) uses the remains of the installation as their base of operations, or they are holed-up elsewhere but return to it, as necessary, to access supplies, water, fuel and weapon depots; some of these caches are secret and known only to the soldiers.

06-10% Lone Soldier. A lone soldier left behind survives on the base as a hermit. He avoids direct contact with most people, including other military personnel, but watches from afar and may do things to help.

11-16% Military Rescue Team. Most of the troops have moved to a safer location or hit the road, but a small number of soldiers (1D6+6) have been left at the base with orders to direct survivors who come looking for protection to the nearest military base or safe haven where they and other military personnel or survivors are making a stand. The rescue team has a small amount of medical supplies at their disposal, and one of them is a field medic who can help treat the wounded. They have access to enough food, water, weapons, gear and ammunition to last at least a year. They have several hiding places on base, have several secret caches of weapons and supplies, designated rendezvous points, and have prepped several buildings capable of holding off zombie swarms and to put survivors when necessary. These soldiers hide from brigands and groups of zombies, and, except for their own designated hiding places and safe buildings, the base is likely to be occupied by dozens to hundreds of zombies.

The Rescue Team observes visitors and assesses their hostility level before approaching them. Survivors approached by the Rescue Team are given food, basic supplies, medical attention if needed, drinking water, and a safe place to spend the night before they are sent on their way. The base is not safe, so after 12-48 hours, the Rescue Team points the people in any number of directions where they can find other soldiers, other survivors or a safe haven. They also provide advice and survival tips, information about back roads and paths of travel believed to be least dangerous, more drinking water, some MREs and basic supplies before

they insist, by force if necessary, that they move on. If the Rescue Team gets a good feeling about the group, they may give them a total of 1D6 clips of extra ammo or possibly a pistol, but NO OTHER WEAPONS.

17-20% Dangerous Animal. Bear, wolf pack, or other dangerous animal, which may include wild dog packs.

21-25% Survivalist. Individual, pair or group. Survivalists know where local and notable military bases and armories are located and will be among the first to think about going to them to get weapons, ammo, armored vehicles and supplies, or establishing a hideout or even a safe haven on base. Secretive and suspicious of others, Survivalists are wary of others and especially distrusting of military personnel, military agencies (FBI, CIA, DEA, etc.), and government officials, and will spy on them, but otherwise avoid them. If the base is re-staffed by military troops, the Survivalists will make a quick and quiet exodus. How Survivalists respond to other survivors will depend on the individuals, their past and their affiliations with government agencies.

26-30% Mixed Group of Survivors. 1D6+1 of them.

31-35% Sentinel. One or a small group of Sentinels use the base as either one of their hiding places or as a resource to acquire weapons and other supplies.

36-40% Thief. One or two survivors of the apocalypse or small group (1D6+1) live by their remaining wits and steal what they need from others.

41-45% Shepherd of the Damned. One or a small group of Shepherds either use a location at the base as one of their hiding places, their base of operations, or use the base as a resource for weapons and other supplies as needed. In the alternative, they have fortified one or more buildings/locations and bring survivors there as a sort of mini-Safe Haven or as a holding place until they can take the people to an actual Safe Haven.

46-55% Bandits or Raiders. These villains want it all, and will not want to share any of it even if there is more than they could ever use. They use a location at the base as their base of operations and are heavily armed with all kinds of military ordnance, including assault weapons, explosives, body armor, and a few jeeps and humvees with machine-guns mounted on them. G.M., decide on their numbers.

56-60% Mixed Group of Survivors. 1D6+1 of them, looking for supplies, weapons and a place to hole-up for a while.

61-65% Wheelman. One or a small group of Wheelmen either use a location at the base as one of their hiding places or scavenge the base as a resource for weapons and other supplies.

66-70% Retro-Savages. These fanatics hate technology and the pre-Wave leaders. They see military bases as an eyesore and a place of sin and evil, so they engage in acts of deliberate vandalism and destruction of military property. They blow up ammo dumps and fuel depots, set fire to buildings, wreck vehicles and guns, and tear open packages of food and medicine. If they hurt other survivors who cling to the old ways, all the better. They also sometimes hunt and kill soldiers and other survivors who come to military bases, and feed captives to the zombies on base. G.M.s decide on their numbers.

71-75% Mixed Group of Soldiers and Survivors. They have returned to or found the military installation and use it as their base of operations. They may even have plans to clear it out and turn it into a Safe Haven. This operation may be tiny (a squad of soldiers), medium (12-20 soldiers) or large (an entire platoon

of soldiers and an equal number of survivors). G.M.s decide on their numbers.

76-80% Zombie Hunter. One or a small group of Zombie Hunters either use a location at the base as one of their hiding places or use the base as a resource for weapons and other supplies.

81-83% Mixed Group of Survivors. 2D6+2 of them. Mostly non-combatants.

84-87% Zombie Researcher. One Zombie Researcher protected and helped by 1D4 base soldiers and 1D4 other survivors.

88-90% Crazy Survivor. One or a small group of survivors driven mad by the zombie apocalypse use a location at the base as one of their hideouts. They are quite mad and heavily armed.

91-95% Road Reaper. One or a small group of Road Reapers use a part of the base as either one of their hiding places or as a resource for weapons and other supplies.

96-97% Hound Master. One or a small group of Hound Masters use a location at the base either as one of their hiding places or to breed, care for, and raise dogs. If the latter, they may have a veterinary clinic and use the rest of the base as a resource for gathering weapons and other supplies as they need them.

98-00% Zombie Researchers. 1D4 Zombie Researchers and some assistants are protected and helped by 1D6+3 base soldiers and 1D6+1 other survivors. These researchers are military or government scientists who seem to know a lot about the zombie outbreak.



Random Encounter Tables

By Matthew Clements and Kevin Siembieda

Joel checked each of the alleyways. Clear. He looked up and down the road in each direction. Clear. *Nothing to lose*, he thought.

He pushed open the door to the gun shop and walked in, the t-ball bat he found outside the local elementary school held at the ready. He knew zombies didn't always burst out and attack; some waited until the last second before making their presence known.

"Afternoon! What can I do for ya', friend?" came a voice from inside.

Joel jumped backwards, knocking a rack of hunting and fishing magazines off a shelf. He hadn't expected to find another survivor simply standing around.

"Watch it there, son. I just stacked those this morning."

"Sorry, I didn't think anyone was in."

"Sign says 'open,' doesn't it?"

"Well, yeah. I guess it does."

Joel finally got a good look at the clerk. Something was definitely wrong with the man. He looked human enough, but his skin was sallow, hanging off his bones. And his teeth projected a

bit more than seemed normal. Joel looked up at the mirror in the corner of the shop. He could see behind the counter using its reflection. The clerk's lower body was torn to shreds. Bones stuck out, dead flesh was visible where zombies had ripped into him. He was no longer one of the living.

"So how can I help you this fine afternoon?"

Joel hesitated. *Is this some sort of trick?*

"Ummm, I guess I'm looking for a gun," he said.

"Well my friend, you're in the right place. Now would this be for hunting, sport shooting or home defense?"

"Home defense, I suppose."

"Let me see what I have in that department."

The Mock Zombie clerk turned around, checking the gun racks. Joel looked around for a pistol or something within reach, but all he had was his t-ball bat. He leaned forward, just about to strike, when the zombie turned around with a shotgun in its hands. Joel relaxed.

"I've got a few of these in stock. Riot guns, police issue. Nice, reliable 12 gauge with a short barrel for use in close quarters. Just about perfect for home defense. Wouldn't recommend it for hunting though, doesn't have the range for it."

Joel took a risk. "Can I see it?"

"Well sure! Don't be shy, try it on for size!"

The zombie handed the gun over with a smile on its corpse face.

"Notice the glow-in-the-dark sights? You can use this puppy any time of day, no problem."

Joel felt the weight and balance of the gun, trying to act like a casual customer on any normal day of sales.

"I suppose you've got ammo for this thing?"

"Oh, of course, sir." The clerk reached down below the counter and slapped two boxes of shotgun shells in front of Joel.

"Cool."

"Let me just take a look in the back here and we'll start getting the proper paperwork filled out."

"Oh, of course."

The zombie clerk disappeared into the back of the store for a moment. Joel took the opportunity to open one of the boxes. He had just enough time to slide a single shell into the gun before the clerk returned.

"I'll just need your signature here . . . and here."

Joel took the pen the clerk offered him and signed the receipt.

"Cash or credit today, sir?"

"Ummm, let's do credit." Joel took out his wallet, fished out a worthless credit card and dropped it on the counter.

"Very good."

The clerk took the card and ran it through the scanner. The computer screen was dark; there was no power in the entire building.

"Alright, that takes care of that. Anything else I can do for your today, sir?" the clerk asked, handing Joel his card back.

"Nope, I think I've got everything I need right here." Joel cocked the shotgun, pointing it right at the clerk.

"Good to hear, young man. You have yourself a nice day, now, and come back soon."

"Thanks. You've been helpful." He squeezed the trigger, blowing the oblivious zombie's head clean off.

"Very helpful."

This section of the book presents a wealth of Random Generation Tables on several different subjects. All are designed to stimulate ideas for adventures and to help Game Masters and players navigate through **Dead Reign®** campaigns. As always, Game Masters should feel free to add their own tweaks and touches to these tables as well as use them as templates to create their own. Enjoy.

Survivor Generation Tables

Humanity has fragmented since the Zombie Apocalypse, breaking down into tiny groups of survivors separated by many miles of the hungry undead. Stumbling across a group of the living is getting harder every day, and those who don't make it just add to the flood of zombies, spilling out into the streets in search of human prey. Select as necessary or roll percentile dice on the following tables to create random groups. **Game Master Note:** In all cases, the encounter table is provided as a quick resource or idea. Modify and adjust each entry as suitable to your needs or those of the campaign. The result can always be the opposite of what is suggested (e.g., instead of helping the player group, the person needs their help and vice versa, the person or persons encountered could be bad guys, good guys or something in-between, and so on).

Random Encounters with Survivors

01-05% Lone Gunman. A lone Soldier, Road Reaper, Zombie Hunter or Shepherd of the Damned eyeballs and assesses the player group. If he likes them or considers them heroes or potential allies, the character will warn them of local danger zones and rumors about the area, or ask for their assistance in a mission to rescue some ordinary people or take down some zombies. If he is suspicious of them or thinks they are villains, he has little to share, but takes note of their strengths and weaknesses.

06-10% 1D6+2 Survivors. These are *ordinary people* just trying to survive. They are wary of strangers and if the player group, or even an individual, seems too aggressive, threatening or dangerous, they run away, possibly splitting up and going in several different directions. If the player group seems friendly, genuinely concerned or helpful, the survivors will stop to chat or take them to a relatively quiet, safe place to talk, share intelligence, and possibly trade goods. If things go really well, these two groups might join forces to accomplish some task (access supplies, rescue survivors, take down bandits or Terror Cultists, clean out a nest of zombies, etc.).

11-15% 1D6 Death Cultists. Away from their compound and fellow cultists, they are likely to pretend they are just ordinary survivors scratching out a merger existence in a world gone mad. They will, of course, lie about the presence of Death Cultists in the area, and will make their best effort to draw Zombie Hunters and heroes away from the location of the cult. They do this by alerting them to other villains in the area or by offering up a valuable resource the heroes are likely to need or want, like the location of medicines, food or weapons and ammo.

16-20% Road Reapers. A band of 1D6+6 Road Reapers, Zombie Hunters and/or Soldiers, look over and assess the player

group. If they think they are capable fighters, these heroes invite them to help them wipe out a zombie nest, go zombie hunting, take down a group of bad guys (Retro-Savages, Death Cultists, Terror Cultists, bandits, etc.) or on some other mission that either destroys zombies or helps survivors. Declining their invitation causes them to move on without any further ado, as they don't have any time for people not interested in destroying zombies or fighting bad guys. Odds are they will not share information or offer the group any other assistance.

21-25% Survivor. A lone survivor or pair of survivors. Both are in rough shape and in desperate need of clean water, food and, perhaps, medical attention. They plead for help and seem doomed without it.

26-30% Shepherd of the Damned. The hero has 1D4+3 ordinary people in tow that he's leading out of the area. He's happy to include the player group in the exodus if they need his assistance in getting out. In the alternative, the Shepherd could use their help. He can't pay them for their help with anything but his gratitude and perhaps some information. If a Shepherd of the Damned is encountered alone, without innocent people, he is always happy to give heroes, rescue teams and zombie fighters a hand.

31-35% Hound Master. The character knows this area well and is happy to help rescue teams, zombie fighters and innocent people.

36-40% Soldiers. 1D6 Apocalyptic Soldiers or Zombie Hunters out looking for supplies, searching for innocent survivors trapped by zombies or enslaved by cultists, Retro-Savages or brigands, or out taking down individual zombies, small groups of zombies, or trying to clear a particular building. They are amenable to having the player characters join them and accomplish their mission, and may offer them help if they need it, especially if it involves destroying zombies. 01-25% chance these "soldiers" are part of a larger group. If so, there is a 01-33% chance they are looking for new recruits and make an offer to one of the player characters, or the entire group. No hard feelings if they decline the offer. 01-20% chance the soldiers' base of operations is a military base within 50 miles (80 km).

41-45% Scroungers. 1D6 Scroungers are on the street in search of a particular item (fuel, ammo, weapons, medicine, canned goods, spare part, etc.). They are wary of strangers and will only offer so much help or assistance.

46-50% Crazy and Vengeful Assailant. One Survivor (or a small group), armed and angry, either mistakes the player characters as villains responsible for some evil or negligent act and seeks bloody revenge against them; or seeks revenge against another group (cultists, bandits, soldiers, etc.) or a particular mass of zombies, and is about to do something very destructive, detrimental to the environment and available resources, or dangerous to others or himself (suicide mission). What do our heroes do? This guy (or group) is hellbent on revenge and will fight or deceive anyone who gets in his way.

51-55% Half-Living. This weird hybrid scares many people and other survivors, which means Soldiers, Zombie Hunters, Retro-Savages, Cultists or bad guys are hunting him. Or he may be on a rescue mission or other special operation to help innocent people, or just scouting the area. He'll help obvious heroes, rescue teams and Zombie Hunters, but is wary of all others. In the

alternative, he may be looking for able-bodied people to help him on a mission.

56-60% Sentinel. The character knows this area well and is happy to help rescue teams, zombie fighters and innocent people, or may be looking for a group to help him with a mission.

61-65% Retro-Savages. They hate all people who cling to the ways of the past, including past respect for and affiliation with the government which they see as evil and responsible for the apocalypse that has befallen them. Soldiers, law enforcement officers and government officials might as well be the devil, and will be attacked if the Retro-Savages outnumber them or can catch them in an ambush. This fate is also reserved for survivors who associate with or help soldiers. Otherwise, the Retro-Savages try to recruit survivors to join them and embrace a "pure path to redemption." Will not help anyone who is not like them or willing to join them.

66-70% Wheelman. The character or a group of Wheelmen will know the streets, back roads, alleys and area well if he/they are locals or have been operating there for a few months. Otherwise, the Wheelman is happy to help rescue teams, zombie fighters and innocent people, or may be looking for a group to help him/they with a mission.

71-75% Bandits or Raiders. If they think they can get the drop on any group, be they soldiers or survivors, they'll rob them blind. Most bandits tend to back down and flee when they meet tough resistance or when half of them have suffered injury.

76-80% Zombie Hunter. The character or group of zombie fighters are likely to know the area well and happy to help rescue teams, zombie fighters and innocent people, or may be looking for a group to help him/they with a mission.

81-85% Zombie Researcher. One charismatic Zombie Researcher is working with a small group of scientists, other Zombie Researchers and/or assistants, all of whom are subservient to him. They will have a secret hideout and laboratory someplace in the area. They may be looking for a cure and/or studying zombies to figure out how the monsters work and how to better elude, fight and destroy them. These Zombie Researchers may be well-intentioned heroes who are happy to help rescue teams, zombie fighters and innocent people, provided such help does NOT threaten their research. Or they may need help or protection from the player group. Or they may seek people to capture new zombie specimens for them, and so on.

Or the Zombie Researchers may be mad scientist types, madmen trying to isolate and control the agent that creates zombies, or trying to learn to control zombies. They may even be Death or Terror Cultists. In most cases, regardless of whether the Zombie Researchers are good, selfish or evil, they *pretend to be good guys* out to help people, even if they secretly feed innocent people to their caged zombies, use innocent people as test subjects and zombie bait, and perform other heinous experiments.

86-90% Mixed Group of Survivors. 1D4 Hound Masters or Zombie Hunters, one Sentinel or Scavenger, a Shepherd of the Damned or Half-Living, and 1D6 Survivors. These people know this area well and are happy to help rescue teams, zombie fighters and innocent people, or may be looking for a group to help them with a mission of survival or rescue. Or they may be in search of a Safe Haven or have been driven from one and are looking for a new place to set up camp and start over. If the latter, there may be 3D6 additional Survivors, but they are mostly children, women and the elderly.

91-95% Mixed Group of Road Warriors. 1D4+1 Wheelmen, 1D4+1 Road Reapers, 1D4 Soldiers or Zombie Hunters, 1D4 Sentinels or Scavengers and 1D4 Survivors/Ordinary People. They may be out on a rescue mission, clearing roads, or hunting zombies. If the latter, they may be hunting specific types of zombies or a specific mob of zombies causing hardship and slaughter in the area. This could be a large group of zombies, a Mass Grave, Juggernauts, Flesh-Eating Zombies, or smart zombies such as Thinkers, Impersonators and Mock Zombies.

96-00% Mixed Group of Soldiers & Survivors. A squad of (1D6+6) soldiers separated from their unit now function as a roving band helping survivors as best they can. They may use a local military installation as their base of operations, or they may be a roving, mobile unit, scavenging supplies and ammo like everyone else. They have joined forces with a pair of Hound Masters or Sentinels, a pair of Zombie Hunters or Wheelmen, and 1D4+1 Survivors/Ordinary People. This group is wary of armed people, but happy to help rescue teams, zombie fighters and innocent people. They may be looking for a group to help them with a mission or to take the civilians off their hands. The soldiers are probably hoping to find a larger, organized military unit to join, but so far, no such luck.

Size of Group or Caravan

01-20% A Few: This is only 2-4 people, each in their own vehicle.

21-40% Handful: 5-12 people.

41-60% Small: 13-24 people.

61-80% Medium: 25-42 people.

81-95% Good-Sized: 43-72 people.

96-98% Large: 73-120 people.

99-00% Huge: 121 or more people.

Caravan Method of Travel

01-20% On Foot. No vehicles; everyone is traveling on foot. There may be a few bicycles and hand-pulled carts.

21-30% On Animals. This can range from horseback, to carts and wagons pulled by horses, mules, donkeys, oxen or other animals.

31-50% Automobiles. All vehicles are sedans, mini-vans, SUVs and other commercial “family” cars and vehicles. May include a handful of motorcycles.

51-75% Cars and Trucks. Includes SUVs, pickup trucks, mini-vans, full-sized vans and small to medium box trucks (think delivery and moving trucks). May include a handful of motorcycles.

76-85% Motorcycles and Scooters. This caravan is made up of motorcycles, scooters, dirt bikes and similar two- and three-wheeled vehicles. May include a handful of cars.

86-95% Trucker Caravan. These are small, medium and large trucks and semi-trucks (and trailers).

96-00% Military Caravan. Whether they are civilians or military troops, they have a range of armored and light military vehicles that may include any combination of jeeps, humvees, APCs (Armored Personnel Carriers), two and a half ton trucks, and other wheeled or treaded vehicles. Might even include a tank or two, but only if the caravan plans on slow travel.

Nature of the Survivor Caravan

01-15% Fleeing Refugees: This caravan is on the run from zombies. They thought they were doing okay, but drew unwanted attention to themselves and were overwhelmed by a converging mass of zombies beyond their ability to fathom (at least one thousand, perhaps several thousand). They escaped with the clothes on their backs and whatever they could carry. Anything else they’ve accumulated along the way. This group is almost entirely ordinary civilians and includes, men, women, children, the elderly and the injured. Half are traumatized, the rest exhausted. And except for a few individuals, they are unprepared for what may come next and extremely vulnerable to all manner of attacks. They are probably led by one of their own who barely has a clue; not special O.C.C.s.

16-30% Desperate Refugees: Zombie attacks, disease and lack of food have whittled this group down to one quarter its original number. What is left are the huddled survivors, desperately seeking a Safe Haven, authorities or someone to help and protect them. What little supplies they have they carry on them and in their battered vehicles. These are ordinary people who came together over time. There are a handful of trained fighters who are in the minority (fewer than 5%). This group is tired and scared. Half are traumatized and exhausted. This group is vulnerable to all kinds of attacks, but they are fighters and won’t give up. They are probably led by one or two Shepherds of the Damned or Sentinels.

31-50% Ragtag Survivors: These are ordinary people who came together over time. If there are trained fighters they are in the minority (fewer than 10%), but most are armed and ready to fight. This group is tired and scared, but they have survived so far and have a resilient optimism that keeps them going. This group is battered, but far from beaten. While vulnerable to attacks from ruthless humans and medium to large groups of zombies, they won’t give up. They are probably led by a couple of Soldiers, Road Reapers or Zombie Hunters, and may have a few special O.C.C.s like Hound Master, Scrounger, Sentinel, and others.

51-70% Organized Survivors: This group made a planned and measured decision to hit the road. They prepared as well as they could beforehand and stocked up on supplies. These survivors probably have a handful of vehicles that they are using for cargo carrying and transportation. They may have a clear destination in mind already, and might not be receptive to the advice of others.

71-80% Securing the Jackpot: This caravan is in a hurry. The survivors that make up the group have just stumbled across a cache of military weapons, gold, medical supplies, survival gear, freeze-dried food or some other valuable commodity. Right now, they are moving to secure the goods before others catch on or the zombies appear. If the player characters seem unthreatening, the caravan’s members might even be willing to share some of the loot in return for a helping hand or some much needed ammo or antibiotics.

81-85% A Military Unit: The caravan is a group of soldiers, survivors of the first wave of zombies to come from the cities. They have military weapons, vehicles and training, but are low on food and ammo. The caravan is made up of jeeps, trucks and humvees, and may be escorted by an APC or two and maybe even a tank. Military survivors are usually well organized and somewhat prepared, but the presence of a single commanding officer

can be as much as a hindrance as a help, especially if the commander is inexperienced or does not handle stress well. Depending on the unit's goals and attitude toward survivors, they may stop to help, solicit new recruits or just drive on by.

86-90% Retro-Savages: These are people who believe technology, the government and the decadence of people brought the wrath of God down upon human civilization. Such groups want nothing to do with any survivors who cling to the "old ways." Rather than help people in any way, Retro-Savages have a them or us attitude. If you aren't one of them or willing to join them, then you are the enemy to be avoided, lectured, left to fend for yourself, killed or fed to the zombies! Retro-Savages will not trade goods, information or services to "outsiders" and may even try to lead them into nests of zombies and other dangers. Retro-Savages despise the leaders of the old government, especially their "enforcers": military personnel and law enforcement. See stats and descriptions for Retro-Savages in the **Dead Reign RPG**. **Note:** May substitute Death Cultists, Terror Cultists or other bad people.

91-95% Raiders or Bandits: This isn't a cluster of desperate civilians, but a group of bikers, bandits, raiders and cold-blooded killers. They are after anything that can help them survive the Zombie Apocalypse, but particularly guns, ammunition, gas and food. The raiders are not interested in trading or sharing information, and will ride past if they choose not to attack innocent people (or the player characters). **Note:** May substitute Death Cultists, Terror Cultists or other bad people.

96-98% Road Reapers: A band entirely made up of Road Reapers or Wheelmen, Reapers and Zombie Hunters. This group will stop to help and advise people in trouble, or to recruit able-bodied survivors to join them on their next strike against the zombie hordes, but they don't linger and they don't give away weapons and ammo. They are more interested in destroying zombies than anything else.

99-00% Pattern Zombie "Survivors": Encountering one of these groups is a rare and surreal sight. A collection of survivors who were attacked and turned, becoming Pattern Zombies. These survivors had been locked down or on the road for so long, however, that they have continued that lifestyle in "Pattern form" rather than go back to their old homes and jobs or wander around as mindless zombies. Instead, these Pattern Zombies behave like survivors trying to avoid zombies, search for other survivors (whom they attack and kill), hide out, continually check their defenses (even if they are full of holes), gather food, refresh water supplies, hide from other zombies, and may even shoot at zombies in the vicinity or attack those that come too close with melee weapons! They might even call out to other survivors or try to help them if they approach. That is, until the nature of the Pattern Zombies compels them to attack and kill.

On the road, the Pattern Zombies will follow the survivors' routine. They normally snap out of their dormant state (imitation sleep) at sunrise and begin to walk down the road or highway. Some even ride bicycles or push carts in front of them, still watching over the supplies that once kept them alive. Pattern Zombie Survivors will stick together as a group, but have no real destination and lack any genuine strategies, tactics or purpose. They are ghosts of their past existence trapped in rotting bodies. They might wander in one direction one day only to retrace their steps the next. These Pattern Zombies will stop to interact with humans if they are approached, and could even be tricked

into giving up some of their supplies in "trade" for bricks, broken bottles and other worthless items. Such interaction is tricky and dangerous, as the monsters could attack at any moment.



Survivor Group Goals & Attitudes

01-12% Fighting for the Future: This group is looking forward to the day, years from now, when the zombie threat has been controlled. They expect to survive and are very careful to avoid unnecessary confrontation. Clearing their surroundings of zombies and creating Safe Havens are priorities, and they will be in the process of dividing the local area into sections and sweeping it for supplies and zombies to slay.

13-24% Organized and Aggressive: These survivors are intent on surviving and looking for revenge against the endless dead. They have guns and ammunition, and see themselves as knee-deep in the war against the walking dead. Patrols are dispatched towards military bases, police stations, gun stores, factories and other places that might have weapons and necessary resources. The rest of the time is spent hunting and destroying the dead. They are most receptive to other survivors who are Scroungers, Soldiers, Zombie Hunters, and Sentinels, or are former military and policemen. Weak civilians are regarded as a drain on resources and an anchor around their necks.

25-39% We're Still Alive: Having weathered the opening stages of the Zombie Apocalypse, these survivors live day by day, doing whatever they can to stay alive. They try to remain moral and good people who do what's right, but some find it is difficult in this dog-eat-dog environment. They have not given up, are willing to help others and dream of better days ahead.

40-56% Under Stress: Zombies have made these survivors war weary and high-strung. Every day is a hard fought battle. Each man or woman lost is a terrible blow to the group and puts

them one step closer to the breaking point. This group plans to find some place out in the country to hole-up or hopes to find a Safe Haven where they can rebuild.

57-69% Kill or be Killed: These survivors have become fatalistic and have little hope of survival. They do whatever they need to do to survive: beg, lie, steal and kill. They want to believe in other people and in better days ahead, but can't let themselves do it. While they try not to hurt other people out of spite or meanness, they do what they have to do to survive, and if their actions doom someone else, oh well, better them than us.

70-89% We're Outta Here: Whatever the size of the group, these survivors are no longer satisfied to remain where they are. They have decided to hit the road and believe that anywhere must be safer than right here. Maybe they just stumbled across a bunch of usable vehicles or a supply of gasoline and have become suddenly inspired. They are desperate and cling to crazy stories of government and military havens and may be planning to find the nearest military base or head out to "X" – wherever the latest stories and rumors suggest is safe.

90-95% Suspicious and Self-Preservation First: These survivors have learned they cannot trust anyone, and may even eye each other with distrust. Outsiders are seen as rivals and potential enemies at worst, and a danger at best. As far as they are concerned, even the most well-intentioned outsider, hero or zombie fighter spells trouble. Their incompetence, error, bad luck, or simple presence could spell loss and doom for them, so they try to ignore and turn away everyone they meet. This group is no longer functional as a unit, and is slowly breaking apart as nobody trusts each other and paranoia is omnipresent. This group's poisonous attitude may spread to those who try to help them.

96-00% Prophets of Doom!: These lunatics have fully embraced the spirit of the apocalypse. While they do not give themselves up to the zombies, they are convinced that the end times are here and that they are watching the last days of humanity. They may be perfectly happy to share food and ammunition with those they come across, as they are sure that death is close at hand. Long-term survival is not this group's goal, and they live day by day, making the best of things, and doing as they please. Those of a good alignment take crazy risks helping others and fighting zombies, to the point where outsiders may wonder if they have a death wish. Selfish and evil individuals help or hurt others as the mood strikes them or situation dictates. They do as they please, which may include theft, rape, murder, and other acts of defiant selfishness or cruelty. The craziest doomsday believers may be heading to some landmark or specific spot to celebrate the reign of the dead or give themselves up to a Death Cult or Retro-Savages as willing sacrifices.

Survivor Hideouts

01-10% Improvised Shelter: This hideout was put together quickly and out of necessity. Rolls of chain-link fencing, welded bars and lots and lots of wood boards have been involved in its construction. The defenses are good enough for the moment, but will not be strong enough to hold off a determined zombie attack. This may be a stand-alone construction in and of itself, a fortified house or a building with no more than two floors.

11-20% Basement Shelter: This is a basement, cellar, or other type of underground room that has only one or two, heavily fortified ways in and out. Best of all, it may be an enclosure that

zombies don't seem to be able to find nor sense the living inside. May include sewer tunnels and old steam and access tunnels, and similar places.

21-30% Rooftop Shelter: A rooftop shelter can be a tent, hut, cap or handmade shelter on the roof of a building. To avoid detection by zombies, it is best if the building is at least five stories high making it 50-60 feet (15.2 to 18.3 m) to the rooftop. Rooftop shelters on taller buildings may be even more secure, but they are much more difficult to reach and exit. In many cases there is a secured stairwell or decommissioned elevator shaft with stairs, rope ladders or a system of pulleys to raise and lower inhabitants from the roof to the ground. Most also have rope and/or rope ladders that can be dropped over the side of the building and climbed down. However, rope and rope ladders require good upper body strength and children, the elderly, sick and injured find them difficult, if not impossible, to use, even with rappelling equipment. The most ambitious rooftop shelters (and even survivor communities) will have rope bridges or pulley systems leading to the neighboring buildings.

31-40% Cargo Truck: Some survivors have made hideouts in the backs of cargo and semi-trailers at remote locations. Hiding in the back of a truck on the street or in a parking lot is asking for trouble, as any zombie passing by can sense the people inside. However, a truck, trailer or boxcar located at an abandoned industrial park, along train tracks, on an upper or lower level of a parking structure, off an out of the way dirt road or other remote or rural area, can make an excellent hideout. Some survivors deliberately damage or remove the tires and/or damage the cab so the truck has no appeal as a vehicle to other survivors or bandits.

41-50% Under Bridges and Viaducts: There are a number of areas underneath bridges and at their bases where a hideout can be built.

51-60% Natural Caves and Caverns: Many states, including Missouri, Kentucky, Tennessee and elsewhere, have caves, large and small, that can make excellent locations for a hideout, supply cache and even Safe Haven settlement. **Mines:** Likewise, salt mines, coal mines, and other mining operations can make wonderful hideouts and Safe Havens. Most modern mines have rooms and storage areas within the mines, not just tunnels, and the entrances are often large enough to accommodate semi-trucks. Most mines also have independent generators and power supplies.

61-70% Rats in the Walls: Access and Service Tunnels. Most large buildings, hospitals, hotels, schools, and factories have a variety of hidden access tunnels and rooms in the walls of buildings. Large hospitals, factories, industrial plants, water/sewage treatment plants, colleges and military "compounds" or "campuses" are also likely to have concealed tunnels and rooms under the ground. Old buildings and cities may have a network of old steam tunnels under the streets. All make excellent hideouts and places to stash weapons and hide supply caches. Of course, getting in and out may be limited to one particular entrance/exit.

71-80% Fortified Safe House or Hideout: The location and bunker-like design of this particular building makes it the perfect place to hide out from the dead. There are only a few possible entrances, and the survivors are sheltered behind thick, imposing walls. This might be a generator building, storage building, old ice house, a secure basement or tower-like structure (old brick chimney/smokestack, incinerator, etc.), or even the prefabricated and massive concrete tunnel sections for storm drains. Factories,

water treatment plants, power plants, and armories all offer fortified stone or concrete building and most offer all kinds of secret rooms, pits and areas that are reasonably fortified with metal beams, sheeting and concrete to begin with. In most cases, a fortified hideout needs additional defenses added to conceal it and/or to make sure zombies have little or no chance of getting in. A full human wave of is a different story, of course.

81-85% Modern Windmill or Water Tower: Both have an access shaft and room that most people aren't even aware exist. And windmills and water towers are usually located in remote and rural areas.

86-90% Bastion from the Undead: This hideout has been turned into an armored station. Vulnerable windows have been welded shut and improvised catwalks have been set up that let humans walk around safely above the heads of the zombie swarm. The bastion probably includes two or more buildings that have been secured and linked together, and is likely to be built around a resource like a gas station, warehouse or supermarket filled with supplies.

91-95% Survivors' Outpost: An industrial office building, warehouse, school, hospital or factory has been customized to become a secure fort. The entire building/compound is locked down tight, and the exterior may be fortified and protected by a tall fence and/or a series of trenches that have been dug around it. The outpost has food and some supplies, but is not prepared to give them up for nothing. A force of armed survivors, and perhaps soldiers or law enforcement, are holed-up inside. This is unlikely to be a Safe Haven, especially when located in an urban area, but it may be a base of operations, a way station or "safe house" for Road Reapers, Soldiers, law enforcement, Shepherds of the Damned, Survivalists or ambitious survivors of any sort.

96-00% Fortress Compound: This is the ultimate zombie survivors' hideout. A large building, series of buildings, military base, prison, or other type of enclosed compound within a gate or wall or protected by water or geography, it has become a rallying point for humanity. Hundreds of people take shelter inside, organizing constantly into parties that go out in search of supplies, hunt zombies and look for survivors. There is likely to be one strong, charismatic leader or a small group who are responsible for holding it all together. A vehicle depot, kitchen, and improvised medical center are all part of the fortress. Its defenses are solid, and probably include some military grade weapons. Zombies and bandits that attack this site are in for quite a surprise.

Finding a Fortress Compound can be a godsend for the player characters, as it provides a place to rest and recuperate, repair vehicles and trade for supplies. The characters may be forced to give up their weapons to get inside, however, and may see some supplies taken by the fortress' leaders and defenders in the name of the greater good. Trying to resist is not recommended.

Militant Survivors

Random Encounter Table

01-14% Survivors in Trouble: Two well-armed Survivors, Apocalyptic Soldiers or Shepherds of the Damned are on the run from one of the following dangerous situations: **01-25% Zombies** (mixed group of 6D6+20 and counting), **26-50% Retro-Savages**, **51-75% Death Cultists** (or Terror Cultists), or **76-00% Bandits** or **Raiders**; all are hostile bad guys who will attack the player group unless they are well hidden and stay quiet. The players

may help the two fleeing or join them in running for their lives. If they can save the survivors, they reveal that a *survivor camp* (or abandoned military base) is located nearby. If the players can work together with their new friends, they might find a Safe Haven where they can rest and trade for supplies.

15-27% Watchers: Someone is definitely watching the player group. Silhouettes on rooftops and distant figures with binoculars have been appearing too regularly to be just the imagination. If the area seems safe, their pursuers may reveal themselves and call out to the group. They are one of the following: **01-08% Sentinels**, working with local survivors. **09-16% Zombie Research Team** looking for allies to help capture some zombies for them. **17-35% Soldiers** looking for trustworthy survivors to join their efforts to help other survivors. **36-55% Bandits** looking for easy victims to rob. **56-70% Raiders** looking for suckers to lead them to a military base or Safe Haven they can attack and loot. **71-80% Death or Terror Cultists** wary of 'heroes' who might launch an attack against them. **81-90% Retro-Savages** looking for blasphemers to punish and feed to zombies. **91-00% Survivor group** or **1D4+1 groups** living and working together in a particular city, town or area. They are wary of "outsiders" and the trouble they might bring, and are always vigilant to find, help and lead innocent people to safety, or invite them to join one of their groups. All of these "watchers" know the streets and routes from one building to another.

28-40% Supply Run: Equipped with a few vehicles, this group is in a hurry to get to their objective, load up and get out. They could be after food or building materials, or something even more vital like medical supplies, ammunition or clean water. If the player characters help or know where this group can find what they are looking for, they may be invited back to their hideout or base of operations. The group looking for supplies is one of the following: **01-10% Shepherds of the Damned**, **11-20% Sentinels**, **21-30% Scroungers**, **31-40% Road Reapers**, **41-50% Mixed Group of Survivors**, **51-60% Soldiers**, **61-70% Wheelmen**, **71-80% Zombie Hunters**, **81-90% Survivalists**, **91-95% Bandits**, or **96-00% Death Cultists** pretending to be ordinary people. The latter will recruit those they think would join them, and size up and lead all others away from the cult.

41-50% Road Reapers: 3D6 Road Reapers appear on their motorcycles and two or three larger vehicles driven by Wheelmen. They are hunting zombies and they have a few extra seats inside the vehicles for anyone who would like to join them. These Road Reapers invite characters who look like they'd be good in a fight to join them for their next onslaught. Do the player characters go with the Road Reapers and help? Can they trust them? In the alternative, or if the player group declines the invitation, the Road Reapers tell them about a desperate or rag-tag group of survivors a few miles away could use help from the player group. The Reapers are hunting zombies (or a particular band of raiders, Retro-Savages, Death Cultists, or rogue soldiers), and not prepared to deal with survivors.

51-60% Zombie Kill Team: This group has been dispatched into the zombie zone for one reason: to kill the undead. The leader of the local survivors, or soldiers operating in the area, has ordered that the zombie ranks be thinned. Several such teams have been deployed for a little zombie hunting. The Kill Team's mission is to ambush and destroy small groups of zombies, trying to keep the numbers manageable and not get in over their heads. Should a full zombie swarm entrap them they may be overpower-

ered, but not if the player characters can intervene. The team will include 2D6+2 members armed with close combat weapons and guns of some kind.

61-70% Search Party: A child, a group of children, a couple of young women, a leader or someone important has gone missing. Their teammates are frantic to find them before dark, when the zombie population becomes more active and deadly. Desperate, the search party (Soldiers, Road Reapers, Zombie Hunters, a mixed Survivor group, Bandits or Retro-Savages) asks the player characters to help. While their cause is just, it is clear they are worked up and plan to exact bloody vengeance upon those responsible.

71-80% Engineers: The player characters come across a group of Survivors armed with heavy tools and construction vehicles. They are in the process of boarding up houses and buildings to create a 'secure zone.' They may even be knocking down the most dilapidated buildings to turn them into walls of rubble or to remove places where zombies, bad guys and wild animals can hide. This group is lightly armed and may be protected by Soliders, Zombie Hunters, Road Reapers or Sentinels with rifles and automatic weapons. They are always willing to assist fellow survivors or share food and information in exchange for at least a half-day's work. Work can be hard labor, killing zombies and/or protecting the engineers.

81-90% Operation Lockdown: A massive force of armed survivors has been organized to hunt zombies and brigands in the city streets. The group includes Half-Living, Road Reapers, Soldiers and Zombie Hunters, among others. Far from running away or trying to remain unnoticed, their goal is to attract zombies to a central location and destroy them with automatic weapons, fire and explosives. Sweeping the streets and clearing areas is the overall plan, but it is difficult if not impossible to keep zombies out of a large urban area. If the army's leaders have miscalculated there may be far too many zombies than can be dealt with, and the entire force might have to make a hasty retreat in the face of unending zombie hordes. Volunteers and backup squads are welcomed.

91-95% The Messiah: The player characters come across a strange group of survivors. They may be organized into a well-defended convoy or have a hideout or community that they have built. The survivors have found one man or woman who they claim to be the prophet of the Apocalypse. This figure is larger than life, a Survivalist leader or visionary who saw the end times coming and saved a hundred people or more, and has converted many followers since. They see themselves as the only hope for mankind, and attribute spiritual powers, like the ability to sense zombies, control or ward off zombies, or see the future, to their Messiah. The players will be welcome as long as they show the proper respect and religious reverence towards "the Messiah." Any sign of disrespect or antagonism, however, and the characters will be marked forever as traitors or madmen. This large following has attracted the attention of local Retro-Savages and Death Cultists, both of whom regard them as blasphemers and fools to be destroyed.

96-00% A Militant Band of Vengeful Survivors: This is a mixed group of survivors, including some Sentinels, Hound Masters, Scroungers, Wheelmen and Apocalyptic Soldiers. Their leader is a large man full of anger and hostility toward Retro-Savages, Raiders and other bad guys whom the group hunts and kills. The term "man" is used lightly, as the leader is a Mock Zombie

and he feeds upon the "evil men" they fight. The player group is invited to tag along or even join them. **Note:** 90% of the people in this group are completely loyal to the Mock Zombie and will defend and protect him from outsiders who don't understand.

Hermit Random Encounters

01-10% Zombie Juggernaut Shut-In: Until the day of the zombie outbreak, this individual was a morbidly obese shut-in. Unable to leave the house or apartment, he or she became quite concerned when the TV news began to report zombies rising from the dead and attacking the living. At some point, a zombie managed to reach the shut-in and he has been turned into a zombie, but is still trapped within the confines of his home. Any survivors who come inside the home are attacked by the Juggernaut, hungry for human prey. **Note:** May substitute with a Mock Zombie, Pattern Zombie or others.

11-20% Oblivious Living Hermit: Inside a large apartment building or within a home in an urban neighborhood, there are signs of life. The light of a television comes from a single window or a glow betrays the presence of kerosene lamps. Depending on circumstance (and the G.M.), "visitors" may be welcomed by the hermit or told to leave his property immediately, and perhaps at gunpoint (rifle or shotgun). After a quick conversation, however, it becomes apparent that, as incredible as it may seem, the individual has no idea that the Zombie Apocalypse has occurred. He lives a shut-in life and has a generator or solar panels, and made no note of it when the internet went down for good and the telephone stopped working. The hermit never had much use for people, and just wants to be left alone.

21-40% Wild Children: A gang of 2-8 children, ages 10-16, have managed to survive on their own and intend to keep it that way. They have gone through hell, and do not trust strangers, especially strangers who "pretend" to be nice or concerned. These street urchins are much more likely to approach or help another child or teenager, than any adults. However, they may do small things to help other survivors. They are especially wary of "men with guns," be they Road Reapers, soldiers, police or other survivors. These kids are considered Survivors/Ordinary People, but their leader will be a Hound Master or Scrounger.

41-60% Traumatized Hermit: The Traumatized Hermit is the only survivor of a massive zombie attack that has killed everyone (dozens to hundreds of people). Later, it seemed every time he became close to a group of survivors, they would inevitably perish. He has no desire to be alone and enjoys talking and hanging out with other survivors. The hermit even offers helpful and truthful information about the area and the best places to hide or avoid, etc. However, he does not reveal any of his secrets for surviving on his own, and under no circumstance will he take strangers into his secret lair or his many, hidden supply caches. This hermit is not a shut-in and he prowls the streets and knows the area. He's simply learned to survive on his own and doesn't trust large groups. That also means the moment more than 1-4 zombies appear, the hermit disappears, often slipping away before anyone notices (Prowl 75%, Anarchist alignment); considered to be a Scrounger or Survivor/Ordinary Person. Such a character may live in a house, but is more likely to exist inside a large building (school, office building, apartment building, etc.). The hermit, regardless of age and gender, is likely to suffer from some level of paranoia and several phobias and other appropriate in-

sanities. One of these is a fear of getting close to other survivors. This character looks out only for himself, not out of selfishness, but because he cannot stand to watch more people die.

61-70% Post-Zombie Hermit: A Post-Zombie Hermit is an individual, pair or small group, often a family or group of friends before the Wave, who have chosen to isolate themselves after they realized the scale of the Zombie Apocalypse. They may have been part of a larger group and almost died thanks to the incompetence of others, or he/they may have a loner attitude and believe associating with other survivors would simply get them killed. Whatever their motivation, these hermits are well-prepared for dealing with zombies and strangers, will not hesitate to use deadly force, and are intent on remaining isolated and alone. Worse, those of Anarchist or evil alignments may rob “intruders” at gun point and seek bloody revenge if the “outsiders” lead zombies to them or cause them other grief or losses.

71-80% Pre-Zombie Hermit: The individual, pair or small group were isolationists distrustful of the authorities before the Wave. Such individuals probably expected some sort of collapse of civilization before it happened and many will be of the *Survivalist O.C.C.* (described elsewhere in this book). These types of hermits are convinced the government is responsible for the Wave and their distrust of the police, military and government officials borders on hate. These hermits NEVER believe, trust or follow soldiers and other “uniformed authorities” – nor those working with them – and will fight them if they try to force them to do anything. Never come to the aid of military or police, whom they hold responsible for the end of the world.

81-90% Retro-Savage Hermit: The individual, pair or small group (often family members or like-minded friends), are Retro-Savages; people who believe technology and the “old ways” have brought the wrath of God down upon human civilization. This individual or group wants nothing to do with any survivors who cling to the old ways, and even avoid other Retro-Savages. Rather than help people in any way, these hermits are likely to do nothing more than threaten and lecture them about giving up technology and living off the land. Retro-Savage Hermits are also likely to keep mum about dangers and resources in the area, and let “outsiders” walk into nests of zombies and other dangers. Like the Pre-Zombie Hermit, Retro-Savages harbor a special disdain for military personnel and other authorities. See stats and descriptions for *Retro-Savages* in the **Dead Reign RPG**.

91-00% Zombie Rancher!: Zombie Ranchers are individuals and groups (often family members or like-minded friends) who live in isolation on a ranch or farm, and who have adopted a peculiar way of looking at the world of zombies. Instead of continuing to look at them as revolting monsters, the ZR (Zombie Rancher) has developed a sort of perverse friendship with the creatures. They know zombies are deadly, and certainly don’t approach them, but the ZR has several zombie “friends” that he/she/they keep in cages or chained up to the fence post or locked inside the barn or cellar. In addition, the Zombie Rancher may name, wave to, and talk to zombies seen roaming the area on a regular basis as if they were neighbors. Zombie Ranchers may also have a favorite *Mock Zombie*, *Impersonator* or *Thinker* that they chat with and consider a neighbor (and who may help keep mindless zombies away from the ranch). Again, the ZR does not trust any zombie, including his zombie neighbors, but this is the way of the new world, might as well make the best of it.

Some Zombie Ranchers may also believe there will be a cure someday for zombieism and, just in case, has captured as many zombies “alive” as possible and keeps them locked up someplace. If that number is greater than a dozen, the ZR probably keeps the captive zombie horde locked away in rooms at a school, hospital, police station or other place away from the actual ranch.

It is ironic, but Zombie Ranchers are distrustful of the living. ZRs have discovered most survivors don’t share their views, which can lead to conflict and violence. Besides, most people have become savages and take from those who still have a safe house to live in, cattle, food and possessions. Best if you don’t give them the chance. As a result, they run most people off their land, gunning down those who refuse to leave or try forcing themselves on the ranch/farm, or try to rob them. Any wounded are fed to their zombie captives or neighbors. Since they await a cure, ZRs greet soldiers in uniform, whom they hope are coming with good news, with considerably more hospitality. However, they too are kept at a distance and not completely trusted.



Safe Haven Community Random Feature Table

Many Safe Havens have the same basic features: fortifications to keep out zombies and raiders, supply dumps and improvised mechanics’ shops. See *Building a Survivors’ Camp* on page 57 of **Dead Reign® Sourcebook One: Civilization Gone™** for information on creating a Survivors’ Camp or Safe Haven Community. Here are some general types built around or specializing in one particular area or feature.

Cost Table for the Trade of Goods and Services (Optional): 01-25% Very fair and low for what you get. 26-50% Fair and reasonable. 51-75% On the high end of the spectrum (25% to 50% more than most places), but could be worse. 76-00% Double what many other places charge; triple if you complain too much.

01-20% Stronghold Haven: At the center of this Safe Haven Community, or located along one of its perimeter walls, is the stronghold. This is the central redoubt that the entire community falls back to in times of heavy zombie attack. While the settlement is patrolled and/or fenced in, the stronghold area is protected behind reinforced walls, sandbags, barbed wire, and other fortifications, and is likely to have several guard towers or armored vehicles, and/or bunker-like positions with machine-guns or other heavy weapons. It is also guarded by at least a dozen individuals with guns around the clock. The stronghold building itself is nothing short of being a bunker, fort or castle, and contains at least a week's supply of food, water, ammunition and other provisions for the entire population. If thousands of zombies converge and there must be a last stand, this is where it will happen.

21-40% Barter Center: A central feature of this Safe Haven Community is a trading post, flea market and storage depot. A Barter Center welcomes travelers to come by, have a look around and shop and trade without having to worry about exchanging goods for some kind of post-apocalyptic currency. Food, weapons and survival gear have top priority and are all in abundance, but most of it is stored separately under lock and guard from the trade stocks in case of attack and robbery. Tons of useless, common household items that people have left behind since the Zombie Apocalypse are on hand, as well as basics like mess kits, tools, sewing kits, lamps, lamp oil, sleeping bags, tents, rope, backpacks, boots, outdoors clothing, toiletries, and so on. Engine parts, tires and other car components are also offered at a separate home or place of barter which is probably owned and operated by one or more Road Reapers and/or Wheelmen, and they may also have a makeshift garage and offer vehicle repair and maintenance services.

41-60% Medical Facility: Not all Survivors' Camps have specific doctors or anything that could be called an actual hospital, but this one does. Unlike most havens that do whatever they can for those in need, and where anyone with even basic medical experience is pressed into service, this Safe Haven has at least two if not several doctors, nurses, medical assistants, a dentist and midwives. It may also offer veterinary services. Choose from the following or roll to determine special features:

01-20% Veterinary Hospital: One or more of the survivors have medical backgrounds and there is at least one doctor, but the specialty of this Safe Haven is its veterinary hospital, which offers a better range of care and services for animals, livestock, cattle, horses and pets than it does for people. There are also two or more dog breeders and several Hound Masters, as well as chickens, horses and livestock.

21-50% Basic Facilities: Some fitting building has been converted into a basic medical center. There are a few survivors acting as nurses and paramedics and a couple of Medical Doctors who are onsite or can be summoned within a few minutes' notice. While sadly equipped and understaffed compared to a hospital before the Wave, even the most rudimentary clinic will be a dream come true to an injured survivor.

51-80% Full Clinic with Specialists: In addition to a number of capable doctors, nurses and medical personnel, there are 1D4+1

specialists, such as a surgeon, emergency room doctor, OBGYN, chemist/pharmacist and/or other medical specialists. The entire operation is built around a large medical clinic complete with basic equipment including EEG, EKG, X-Ray machine, 1D4 laboratories, 1D4 operating rooms, and similar. They know what they are doing and can handle births, gunshots, broken limbs, perform blood transfusions, surgery and treat most illnesses.

81-00% Improvised Hospital: Several doctors and a supporting staff have set up a fairly effective hospital and may even be based out of a reclaimed hospital building! Even if half the building is closed off, it still offers the full range of hospital features including operating rooms, labs, wards, hospital rooms, an array of monitoring machines, radiology, whole-body scans, MRI, EEGs, EKGs, X-Ray machines, backup generators, and other hospital capabilities. It may have far fewer doctors and nurses than before the Wave, but uses much of the same equipment and facilities. The medical staff know what they are doing and can handle births, gunshot wounds, triage, broken limbs, treat most illnesses, and perform complex surgery and most medical procedures with a very good level of efficiency, skill and success.

61-70% Mechanic's Shop/Vehicle Specialist: The Safe Haven has been established around an automotive garage and repair shop. It may be large, medium or small in size, and there may also be a fuel depot in the haven as well. The mechanic's shop is a place where all kinds of vehicles can be repaired, armored, souped-up and modified. Several mechanics and a few assistants work inside. They take orders for projects, work on vehicles of their own and maintain the camp's fleet in case they should need to hit the road. They are also likely to have collected 1D6x10 "survivor" vehicles such as SUVs, jeeps, pickup trucks and various other vehicles and have them in tiptop running condition for resale or trade; at least one quarter of them have been armored and modified for fighting zombies. Wheelmen and Road Reapers looking for an upgrade or Survivors with a ruptured gas tank or damaged vehicle can get it repaired and upgraded if they have the goods or services to make a proper trade.

71-77% Fuel Depot: This Safe Haven is built around a fuel depot and has a small fleet of gasoline and oil tanker trucks as well as underground and above-ground tanks of petroleum based fuels. They trade fuel for goods and services.

78-85% Zombie Fighting School: A handful of experienced *Soldiers*, *Zombie Hunters* and/or *Road Reapers* have set up shop to teach their skills to Survivors at large. The instructors may have been wounded in earlier battles with the dead and are no longer fit for duty in the field. They seek to make the world a better place by empowering others to defend themselves and kill zombies. A valuable place to find if the player characters wish to pick up a few skills such as a Weapon Proficiency (when time to select a new O.C.C. Related Skill or Secondary Skill), as well as tips on fighting zombies in the local environment and weather conditions. Ammo for training purposes is short or nonexistent, but that doesn't mean the basic principles of weapons operation, maintenance and marksmanship can't be taught.

86-90% Zombie Laboratory: This is a full-fledged lair of experimentation orchestrated by several Zombie Researchers, or, more likely, a single Researcher and a collection of semi-skilled assistants, scientists, laboratory people and medical professionals. They are studying zombies for their strengths and weaknesses, testing how long they take to "die" under various conditions, better ways to destroy them, and/or trying to formulate a vaccine/

cure for the zombie plague itself! **Holding Pen:** A tough, steel cell or inescapable pit is where any “captured” zombies are tossed to be examined. Maybe it is even connected to a defensive wall, with a sturdy doorway or sealable window that can be opened/closed from a safe position. This way, new zombies can be let into the holding pen whenever necessary. **Note:** This type of pen is also common amongst the Death Cults of Brulyx.

91-97% Utility Plant: This Safe Haven is built around some sort of utility plant or other resource (water treatment, electrical power, nuclear power plant, natural gas, coal plant, petroleum refinery, etc.) which offers a valuable resource uncommon in this world of the dead.

98-00% “Taxidermist”: One of the buildings in the community is like some kind of horrible wax museum on the inside. “Dead” zombies have been killed, washed, stitched together, stuffed, preserved and put on display. The proprietor is a Zombie Taxidermist. He and one or several employees, specialize in preparing and mounting the undead in attractive visual presentations as trophies, statuary, warning posts and other uses. He does work for Zombie Hunters, Zombie Deathbringers and anyone looking to show off their zombie killing skills. Most clients have a bit of a screw loose; the taxidermist certainly does as well. Probably has connections with a Zombie Researcher and possibly Soldiers.

Death Cult Random Encounter Table

The Death Cults that have emerged since the Zombie Apocalypse complicate matters between Survivors and the undead. The Cult of Brulyx is the most notable, but there are many other groups, some claiming to worship the Devil or demons, others worship a smart zombie, and others follow a flesh-and-blood messiah or prophet.

01-35% Spread the Word of Death!: Wandering amongst the bones of civilization looking for easily-influenced survivors are 2D4+1 missionaries of Brulyx or another Death Cult. They come bearing promises of salvation, and are likely to offer food, medical supplies and a safe place to live to those who join them. The missionaries are soft-spoken and seem beneficent and kind, but will become ruthless and sinister in the conduct of their recruitment drive if need be. The missionaries are lightly armed *Death Priests* and can influence zombies, and will fight to protect themselves and enforce the will of the damned against those who resist it or threaten them and their cult.

36-50% Compromiser: The compromiser’s job is to locate Survivors’ Hideouts and Safe Haven Communities and mark their location, attract zombies to them and compromise their defenses. This could be as simple as placing a lantern outside or on top of the building, starting a fire or painting a blood trail from a zombie swarm to the hideout’s doorstep. Killing a compromiser before he or she can complete the assignment is the only way to prevent a zombie attack; once the job is done it is already too late.

51-75% Zombie Delivery: A truck driven by a pair of Death Priests stops in an area known to be sheltering survivors or regularly frequented by them. Out of the back of the truck come a few dozen zombies crudely dumped and unloaded. They slowly rise to their feet and begin searching for human prey. The Death Priests might even direct them further, leading them with lights or scent lures towards known groups of Soldiers, Road Reaper and Survivor groups, camps and Safe Havens.

76-90% Death Cult Assassins: Several elite assassins are dispatched by the Death Cult to kill the leaders of an influential survivor group, military operation, Safe Haven or even a messianic figure who seems to be rallying survivors against the zombies. Where the dead have failed, the living must succeed, and the target has been marked for death. The 1D4 assassins could be planning an ambush, waiting to snipe the target from afar, use explosives or some kind of booby-trap, or they may use zombies or bribe or trick Bandits, Raiders, Retro-Savages and other malevolent forces to do their dirty work for them. Better still if they can trick an unsuspecting hero or innocent survivor to do it. These villains may intend to direct a zombie attack, probably sabotaging the victim’s defenses beforehand to help ensure success, or they could use an IED, home-made land mine or a simple pit to stop a convoy of survivor vehicles deep in zombie country. Assassins may attack their target directly like a hostile military force or could be masquerading as normal survivors until they get their chance to strike.

91-00% Prepared Battle Zombie: Occasionally a Death Cult will capture a unique and interesting zombie and decide to turn it into a specialized weapon. Juggernauts, Thinkers, or Fast Attack Zombies wrapped in homemade armor and weapons and unleashed upon unsuspecting victims are common types of battle zombies. However, a Walking Grave or just about any zombie can be deployed in this manner. Battle Zombies are often part of the centerpiece of cult-led zombie attacks. What follows are some common types:

Fast Attack Zombie Drone: Fast Attack Zombies are more deserving of “upgrades” than other zombies due to their reflexes and running speed. They can only support light armor without losing their namesake velocity (A.R. 12, S.D.C. 50), but come equipped with blades implanted in their arms and legs or may have nails hammered through parts of their bodies as added threats. +5 S.D.C. damage on all attacks.

Thinker-Soldier: Thinkers are better survivors and more efficient hunters than normal zombies. They can also be outfitted with makeshift armor (A.R. 13, S.D.C. 65) and close combat weapons (+5 S.D.C. damage on all attacks). The armor makes them tougher in the face of survivors’ weapons, but even just dressing a Thinker in sturdy boots and outdoor clothing can slow down the rate at which it decomposes and is affected by the elements.

War Juggernaut: Has the equivalent of light armor (A.R. 14, S.D.C. 150), as well as blades, barbed wire or glass shards embedded in its fists, arms and head. Add +10 S.D.C. damage on all attacks. This is an undead war machine, the likes of which are rarely encountered. Frightening.

Death Cult Compound Random Feature Table

Most Death Cults, whether they swear allegiance to Brulyx or some other force, eventually form their own compounds and camps. Occasionally, in areas with heavy zombie populations, they must fortify themselves lest they be swept away by the very tide of dead they wish to control. Death Cult camps can take on several different aspects. The least frightening are the somewhat whitewashed “recruiting centers” where new converts are first

exposed to the cult's practices and captured by the group's collective influence. Other types of camps have even darker purposes that see strange and unwanted ends for zombies and humans alike.

01-29% Recruiting Center: The most common and basic Death Cult camp is the recruiting center, where new converts are attracted or sent to from the Death Cult's churches and covens. At a recruiting center, the new cultists are indoctrinated in the Death Cult's beliefs and taught to embrace the zombie plague. The most horrifying of the Death Cult's practices are kept elsewhere for fear of driving off those not ready for their dark secrets. These facilities are usually clean, orderly and awash in the "positive energy" of the cult. They are a trap for the weak-minded, terrified, and the insane.

30-54% Training Camp: Those who wish to move up the ranks of the cult advance to a specialized training camp. This may be an actual separate site, building, a secret chamber, basement or upper floor of a Death Cult church, or a fortified building or apartment amidst the zombie-infested streets of a nearby city. Here is where cultists become Death Priests, exposed to the full horror of the cult's intentions. Dark ceremonies are performed as the individual learns to work with the zombies and help propagate their unceasing march of death.

55-75% Human Harvester: The goal of many Death Cults is to lure survivors into the vile clutches of their cult. Human Harvesters take on many different shapes and sizes, from simple traps and shady characters to whole communities that are not entirely what they seem. See the Human Harvester table below for specific types of sinister cultists.

76-90% Zombie Collector: Like the Human Harvester, a zombie collector is a type of trap. It could be a one-way entrance of some kind that zombies are drawn toward, or a building with a series of remote-controlled doors. The collection process could be as simple as a pit that zombies fall into and cannot climb out of, to a maze or an elaborate or mechanical apparatus. Many zombie collection areas are similar to the Zombie Pen described under the Safe Haven Community Feature Table, connected to blank walls that zombies flood against, rigged with doors that allow a few in at a time. What the cult does with the zombies after they've collected them is their own business. Some are released in targeted attacks against rivals, enemies and survivor camps, or used to turn helpless victims into the undead, or to intimidate and blackmail innocent people, etc.

91-00% Fortress of Death: The most elaborate constructions of the Death Cults are their citadels and command centers. These so called "Fortresses of Death" are places of unimaginable horror. Thankfully, only the largest and most organized cults build them. Apartment buildings, tall office buildings and skyscrapers within zombie-ridden cities, conveniently located adjacent to thousands, if not millions, of undead subjects seem to be the preferred location. Captured enemies and other survivors are locked away within the fortress, their only future as food for the zombies and test subjects and playthings for the cultists and their priests. The highest ranking cult members are often (though not always) found at these fortresses, along with their high priests and dark messiahs. In some cases, the entire cult inhabits the building as a sort of fortified and protected commune.

Death Cult Human Harvester Table

The most sinister of Death Cult facilities, "Human Harvesters" are traps, pure and simple. Disguised as Safe Haven Communities, Survivors' Hideouts, Military Outposts and other safe locations, their real purpose is to attract unwitting human victims for use by the cult as forced labor, slaves, playthings, subjects of rituals/human sacrifice, food for zombies and victims of zombie creation ceremonies.

01-30% Dark Shepherd: Masquerading as a Shepherd of the Damned, this cultist or group of Human Harvesters are on the lookout for small, vulnerable groups of survivors. They guide them along safe routes, offer food and water, even kill zombies to help keep up the deception and win the people's confidence. Eventually, though, the survivor group is "shepherded" right into the clutches of one of the Death Cults and taken captive. They could also be led into a waiting zombie trap, used as bait to lure out other survivors and enemies, tricked into helping the cult, or led to some other place of doom.

31-50% Mantrap: A physical trap baited with food, medicine, ammunition or supplies, or located at a building exit or frequent path of travel. The trap itself is likely a deadfall, closing door, net or snare. Once victims are caught, they are either left helpless as zombies close in or collected by agents of the Death Cults.

51-70% Survivors' Hideout: This Human Harvester's deception is disguised as a Survivors' Hideout, complete with anti-zombie fortifications and fake survivors (really other Harvesters or cultists). There might be signs spray-painted around the city directing real survivors to it in search of food and shelter. Indeed, both can be found inside, along with a collection of cultists pretending to be normal people who wait for just the right opportunity before throwing their new guests to the dead as a snack or capturing them for even darker purposes. Actually, most captives are usually subjected to indoctrination to see if they might make suitable new cultists. A surprising 1D4x10% of most captives throw in with the cultists rather than face certain doom.

71-85% Safe Haven Community: An entire false Safe Haven Community has been erected to lure in other survivors and zombie fighters. The members of the community are all cultists who practice their dark rituals at night and away from prying eyes. They pretend to be innocent people scratching out an existence to get information from other survivors, Road Reapers, Wheelmen, Soldiers, Sentinels and Scroungers, about their activities as well as other survivor groups and zombie fighters operating in the area and their plans and location. The faux Safe Haven people then use that information to protect the cult, hide from these very people, or find and undermine their hideouts and true Safe Havens. The cultists also use this information to learn about potential resources and supplies they need for themselves. When the innocent survivors seem to be getting suspicious of these people, they are ambushed and taken captive by cult enforcers onsite or captured or killed in an ambush away from the false Safe Haven; often disappearing mysteriously in the middle of the night or supposedly having "moved on" to look for family or friends elsewhere.

86-00% Military Relief Center, Outpost or Rescue Team: Same as the Safe Haven Community above, except the Human Harvesters are posing as military or government officials come to the rescue! (**Note:** Bandits, Raiders and other bad people

sometimes use this ploy as well.) The cult has stumbled across a supply of military uniforms and weapons and is using them to propagate the ultimate deception. They act and look like soldiers, but they are really only trying to detain, get information, and abduct innocent survivors, or to get the drop on enemies such as the heroic Road Reapers, Zombie Hunters, Shepherds of the Damned and other people who help survivors and fight zombies and Death Cults. Anyone with a military background should be able to tell within 6D6 minutes that these “soldiers” are not actually what they claim to be, and careful (or intensive) questioning by someone who has served in the real military will reveal that they are untrained fakes within 1D6 minutes. Of course, military personnel *may* become Death Cultists and such an individual(s) will be completely convincing; probably a leader in this group of Harvesters. Such questions will be deflected though, and most of the cultists posing as “troops” will either say they do not have that information or that the person needs to move along or speak with a superior officer. Those who ask too many prying questions may disappear or meet with an accident.

Random Encounters at Certain Places

Police Station Table

01-20% Secret Resistance Compound: The police station has been boarded up and had its windows blacked out. The streets immediately around it are surprisingly clear of abandoned cars and scattered bodies. There is a large sign spray-painted onto wood or cardboard that says “Safe House! Enter here!” and an arrow pointing to an armored door or a rear entrance. Maybe a rope or ladder is let down from an upstairs window. One way or another, this police station has become a secret survivors’ shelter. The officers inside are trying to maintain a low profile to avoid attracting the zombie swarm. They do not show themselves during the day and when outsiders roll into town, or they roll out of the building to go on patrol, they cover or bring in the sign and rope ladders. If possible, they leave and enter through an underground parking area or other secret entrance. Likewise, adjacent buildings and parking structures may be part of this secure, secret compound.

When survivors are picked up they are debriefed and disarmed of all weapons, or kept at arm’s length until it can be determined they are “okay.” Only those who seem to be reasonably sane and emotionally balanced are allowed to know about or taken to the police station. Inside, the holding cells within the precinct are full of conmen and psychopaths. The SWAT team is decked out as an armored reaction force and may be watching the area from the rooftop or high up in neighboring buildings that have also been cleared; armed with sniper rifles and light automatic weapons. The other officers are trying to keep themselves and the survivors they have collected alive, organizing supply missions and adding other reliable survivors. They are willing to share information and do things to help other “good guys” without bringing trouble upon their own compound and the innocent people they protect.

21-40% On the Job to Serve and Protect: What’s left of the local police force or soldiers/National Guardsmen (or Zombie

Hunters and/or other heroes using the facility) are doing whatever they can to rescue and help people, and hold off the zombies. As there are too many dead to fight directly, they use police radios and squad cars to stay one step ahead of the monsters, and to draw the zombies away from the station (their hideout and Safe Haven). The police station and surrounding area have been reasonably cleared and secured with a variety of defensive measures, and a great effort is made to draw the zombies’ attention to other places in the city or town. They are willing to share information and do things to help other “good guys” without bringing trouble upon their own compound and the innocent people they protect.

41-60% Lockdown and Pray: A small legion of dead have accumulated outside the police station. The law enforcement officers or Soldiers/National Guardsmen with other survivors inside the station have barricaded themselves inside. The wave of zombies has not dispersed, however, and now those trapped inside can only go up to the roof or look out through second-story windows. The slightest gap in the building’s defenses will allow zombies to begin to pour in. Whenever the opportunity presents itself, a pair or trio of police/fighters make a run out of the building to acquire supplies. But such opportunities are becoming fewer and fewer, supplies are running low and the zombies are not going anywhere. This group is in trouble.

61-80% Empty: The building is empty. The police officers and other emergency workers are nowhere to be found. The doors of the station swing open and an unknown number of zombies shuffle around outside. It is difficult to tell exactly what happened, but it seems this station was abandoned early in the zombie outbreak and hasn’t seen much action since. 01-50% Likelihood police weapons, ammo, radios, gear and provisions are mostly looted. 51-00% The equipment inside is mostly untouched, and a few (1D4+1) police cars in good shape sit out front or in the parking lot/vehicle depot.

81-00% Epicenter of Doom: This police station was turned into a makeshift hospital during the Wave. When the zombies began to rise, there were hundreds of the “dead” packed inside. Few made it out alive and there are bloody scenes where police officers tried to hold back waves of zombies. Dormant zombies and Crawlers can be found all over inside and around the building. There may be weapons and gear to be had, but you’re facing an unknown number (1D6x10+34) of zombies inside and who knows how many outside. There are only a few burned out or severely damaged police cars outside. This station is a waking nightmare.

Police Station Random Encounter Table

01-20% Hidden Survivors: While the main floor of the police station is in ruins, there is evidence of recent human occupation. Perhaps several periods of human habitation. Hiding out in the upper floors or some other secure area, 1D6 police officers and 1D6 other survivors (all ordinary people) are trying not to draw attention to themselves. There are not enough of them to hold off a zombie incursion without outside help, and they are probably planning on abandoning the station for a better place to hide, soon. The cops know where the weapons and vehicles are, and have keys to every door and vehicle, but there may be too many zombies already inside to get to them safely or quietly. In

the alternative, the enemy could be a gang of Bandits, Raiders, Retro-Savages, Death or Terror Cultists.

21-40% Die Hard: As the player characters move through the seemingly empty police station, a voice calls out from the ventilation ducts. One of the police officers or a soldier/National Guardsman has somehow managed to survive the carnage of the rising dead. The individual is shaken, but alive. Not only does he know where every weapon and useful item in the station is located, he also has the keys (or knows where they are hidden). There might not be time to go raid the weapons locker, however, as whatever drove the officer into hiding is probably still lurking around somewhere. Can be zombies or human monsters as noted previously in listing 01-20%.

41-60% Cell of Death: Somewhere in this empty police station are the holding cells used to house small-time offenders, looters and criminals while they are processed through the system. When the Zombie Apocalypse hit, these poor souls were left locked away in the cells, forgotten by the officers who were preoccupied with their own survival. Over time, they have all become zombies. Now the cells are packed full of hungry zombies eager to escape and feed. If the player characters walk by the cells the creatures rise, moan and try to attack with flailing arms and reaching hands. The zombies are unable to break free of their confinement, but their wailing and moaning continues for as long as the living stay within the station. The noise is muffled, but loud enough for zombies passing nearby to hear it and come into the station in search of prey.

61-80% Zombie Cops: The police officers of the station never left their posts: They died where they stood and then rose again as zombies. They are Slouchers, but wear bullet-proof vests (A.R. 10, S.D.C. 60), making them tougher than your average zombie to kill, especially if wearing a riot helmet (A.R. 12, 30 S.D.C.). Each one has a 9mm pistol and a few clips of ammunition still in his belt, plus other equipment throughout the station, provided the zombies can be destroyed without attracting more from outside. 2D6+4 zombie cops and 2D6 other zombies attack within 1D4 melee rounds of people entering the building. There are another 4D6 dormant and 2D4x100 more in just a one block radius (double in a big city).

81-00% SWAT Zombies!: The SWAT team bravely fell fighting the risen dead, but have reanimated as zombies. They may not be able to use the special weapons and tactics that differentiate them from normal officers, but they are still wearing helmets (A.R. 14, 30 S.D.C.) and wrapped in body armor (A.R. 14, S.D.C. 180), making them very hard to bring down. The SWAT zombies are a bit awkward (-1 to strike or dodge), but are out for blood nonetheless. They have a lot of ammunition in their gear, a radio and a pistol side arm, and their assault rifles are probably somewhere nearby. 2D4+2 SWAT zombies attack within 1D4 melee rounds of people entering the building. 1D6+1 zombie cops and 2D6 other zombies join the assault within 1D4 minutes. There are another 4D6 dormant and 2D4x100 more in just a one block radius (double in a big city).

Gun Store Table

Gun stores are the holy grail for zombie survivors. They don't just have guns and ammo inside, such shops often carry hunting and camping equipment and outdoor clothing as well. Most gun stores are also fortified with barred windows, cameras and



security systems, making them good places to hole-up if zombies are outside. Inside the store, there is likely to be more guns and ammo than the characters can possibly carry, unless it has been broken into before, which is likely. Of course, the owner and his family or workers (living or as zombies) may still be inside, complicating matters.

01-24% Small Gun Shop: This store may have just opened or conducted most of its business through mail order. The inventory is small, probably just a single rack of rifles and shotguns and a couple dozen pistols and knives behind the counter. Ammunition supplies will also be limited, but number into the hundreds (1D6x100) per type of weapon.

25-48% Looted/Emptied: The player characters are not the first people to have this idea. Other survivors, or possibly the store owners themselves, have already emptied the shelves and made off with everything they could carry. There are 1D4 revolvers, 1D4 rifles, a couple boxes of ammo (2D6x10 rounds) dropped, overlooked or left behind, plus some personal items and basic shop gear like scissors, a box cutter, a roll of tape, stapler, notebook, some ballpoint pens and similar items.

49-76% Locked Down: The store owners have locked and barricaded the doors and turned the store into a zombie shooting gallery. From the roof and windows they fire out into the crowd of walking dead, killing plenty of zombies, but attracting many more. So many zombies (2D6x100) have converged on this spot that it might be a better idea just to move on. If there is some way to help the owners escape (if they want to do so) or get inside with fresh water, food and supplies, however, they may be grateful and show their thanks with gifts of guns and ammo. Those inside gathered provisions before beginning their war on zombies, so



they can last a long while, but they were not prepared for the endless barrage from the dead.

77-87% Untended: However it happened, the owners were away when the zombies rose from the dead or made a run for it at the first opportunity. The shop is locked tight (or is the door unlocked?) and virtually untouched, making it a survivor's dream come true. The owners could still be inside, however, turned into (1D6+2) Flesh-Eating zombies or other zombies led by a Thinker or Mock Zombie. They use the allure of the weapons inside to draw survivors in, jump them and feast upon those who come into the store.

88-00% Outdoorsman Mega-Center: A large, one-stop-shop outdoors supply store like Cabela's or Gander Mountain. It has guns and ammunition as well as bows and arrows, knives, machetes, climbing gear, camouflage clothing, winter gear, freeze-dried food, hunting equipment, hatchets, flashlights, lanterns, propane, sleeping bags, tents, canoes, and maybe even a few snowmobiles or multiple passenger ATVs. This is the place to prepare for the Zombie Apocalypse, but it is likely to have been looted many times, and some to all items may be completely gone or down to the last few. It is almost certain to have a number of zombies wandering its aisles as well as dormant zombies curled up in unsuspecting places. Furthermore, Bandits, Raiders, gangs and other people will be attracted to such a gold mine. Beware.

Small/Suburban Random Location Table

01-18% Fast Food: Fast food restaurants are commonplace and easy to find thanks to their large, brightly-colored signs. They are usually small buildings and most have large glass windows that make them difficult to secure from zombie attack. Food and kitchen utensils can be found inside, along with cooking grease that can power converted vehicles. The doors of walk-in freezers make excellent armor and replacement doors for zombie sanctuaries. If the store has power, it has ovens for cooking. There may be food if the store has hasn't been without power for more than a few days, but otherwise it is all spoiled except for a few canned goods.

19-36% Pharmacy/Convenience Store: Corner pharmacies are all over the United States and carry food, pain relievers, over the counter medicines, bandages, household goods, toiletries, soap, shampoos, soda, water, writing implements, and basic tools and household items. The pharmacy in the back is also a priceless source of basic prescription medicines and first aid supplies.

37-52% Small Office: A small office could be occupied by a doctor, chiropractor, accountant or some other type of business. Inside will be papers and office supplies, but not many items with uses as tools or weapons. A doctor's office or dentist will have medical supplies inside, though, as well as other office items.

53-64% Small Machine Shop: These are small to medium businesses that make machine parts, nuts, bolts, computer components, and other items. They are likely to have an office area with some office supplies and furnishings, a kitchen or cafeteria, 1D4 tool kits, 1D4 forklifts, wooden pallets, perhaps work clothes/uniforms and other odds and ends. They may also have a variety of large tool and die machines such as presses, drills, table saws, lathes, etc. that can be useful to survivors, provided they have a means of power to run the equipment. The warehouse area

(and warehouses) are also likely to have heavy metal racks and shelving that can be cannibalized for making heavy barricades, fortifications, vehicle ram prows, and so on. Some may also have a supply of sheet metal or wood. **Note:** In the alternative, this could be a hardware store!

65-75% Storefront: This building is a hobby store, cell phone outlet, tobacco shop, sporting equipment purveyor, dollar store, book retailer, or similar small retailer. It is a small location, probably with a glass front that is difficult to defend against zombies. There is also a back section, offices and supply rooms or small warehouse area that might have a few surprises inside (good and bad).

76-85% Liquor Store/Convenience Store: This is a small building or corner store that specializes in alcohol products and will have a large selection of beer, hard liquor and soda, but also a small selection of canned goods, snack food, candy, cereal, lotto tickets and magazines. In the storage room may be a tool kit, crowbar, a small safe, and other odds and ends, and either in back or under the counter, there may be a baseball bat and even a shotgun (3D6 shotgun rounds), and/or a loaded revolver or pistol. **Note:** Local bars and taverns will have similar fare, minus the food items and magazines, though some offer food and will have a small kitchen and freezer in back.

86-97% Grocery Store or Supermarket: Definitely not small, most grocery stores are sprawling buildings with large parking lots. There will be cars outside, shopping carts and food and goods still on the shelves. Fruit and vegetables may have gone bad, but most packaged and canned food products will still be edible, and there will also be bottled water, soft drinks, alcohol and other kitchen goods. A *supermarket* has similar offerings only more of it and is also likely to include a pharmacy inside.

98-00% Pawnshop: Finding a pawnshop is second only to running into a gun store. Pawnshops have all kinds of items inside, from tools and sporting goods to crossbows, knives, antique and replica swords and melee weapons, to musical instruments and jewelry, as well as firearms, among many other things. It isn't all good news, however, as there will probably be little or no ammo inside the store, and many of the swords and other ancient weapons are just for show and unfit for actual combat.

Large/Urban Building Table

01-20% Bank: Banks generally have offices upstairs or in the back, but the ground floor is the most interesting feature. Bullet-proof glass and protective cages for the tellers are often incorporated into the bank's design, providing good protection against zombies. There is always the vault, but sealing oneself up inside there is not a recommended idea as one may not be able to reopen it and the oxygen supply inside may be limited to hours. Some banks have roll-down dividers that separate different sections (yet another line of defense against the zombies), and there will be basic office items and a few personal items (candy, pocket knife, scissors, etc.) in the desks. If there was an armed guard on duty during the rise of the dead, his revolver *may* be lying on the floor someplace.

21-48% Office Building: Most skyscrapers used as offices are divided into many different businesses and levels, and might have a restaurant or cafeteria, and/or few small shops such as a snack shop, bookstore, gift shop, hair salon, etc., somewhere in the building. The actual offices are often large rooms with fields

of cubicles, in addition to a few private offices, a reception area, bathrooms and a meeting/conference room. There won't be much in the way of food or survival gear, but most office buildings were locked up during the Wave so there will be plenty of office equipment, paper, furniture, computers, and some personal items that could be handy, small knives, letter openers, scissors, tape, digital cameras, thermos, bottled water, books that might be helpful, vending machines (or food items in the kitchen or cafeteria), and so on. Few people have tried to return, making office buildings a relatively safe place to stop for the night.

49-75% Apartment High Rise: Dozens or hundreds of apartments make up this building. The bottom level is a lobby with banks of elevators, a sitting area and a desk for security. Up above, the apartments begin. If the elevators are non-functional it will be difficult to get up and down, but this difficulty applies to the zombies too. High rises make excellent zombie forts, as the lobby is the only level that needs to be secured. Virtually anything can be found in the various apartments, from melee weapons to guns to camping gear and clothing. Just keep in mind that some of the residents are likely still there, alive or otherwise. **Note:** Hotels and motels have a similar layout and offerings. They'll have fewer weapons and valuables, but plenty of linens, bedding, towels and suitcases, and may have snow skis, golf clubs and similar items that make decent weapons.

76-90% Shopping Center/Mall: This building is a high-rise or sprawling mall complex. Dozens to a hundred different stores are located inside, and for survivors in need of supplies, the shopping center is a godsend. There might even be an indoor market or small grocery store on the bottom level, and there is definitely a food court and at least two department stores. As all the outlets are located inside one massive building, it should be relatively easy to lock-down individual stores and portions of the mall, but probably not the entire place. Most stayed open during the Wave so they tend to be full of zombies inside and in the parking lot outside.

91-00% Government Building: Most government offices are just normal office buildings, maybe with a few state vehicles in an underground parking garage. During the Wave and the zombie outbreak, however, many government buildings became rallying points where city officials clustered together with police, National Guard troops, medical teams and sick people. The inside might have areas (and zombies) with military/police hardware, medical and emergency supplies put together for a disaster response that was far too little, too late or never got distributed. If the inhabitants have fled or been killed by the zombies, these supplies might be lying around untouched. If there are survivors inside, they are probably relegated to one or several upper or basement floors, or a particular area of a floor.

Random Encounter in Buildings

01-20% Dormant Zombie Storehouse: This building has been closed off and hasn't been entered in some time. The zombies inside have gone dormant. There are 2D6 dormant zombies hidden throughout a small building, 6D6+6 in large buildings, 1D6x10+12 per floor of large office buildings (half in remote areas like the basement and parking structures), apartment high-rises, skyscrapers and large factories. The dormant zombies return to life and attack when the living come within range. They moan, awakening other zombies on the floor and unless these moaning

dead are not silenced quickly, all the zombies on the floor, and perhaps the one above or below, also awaken and start looking around for human prey. Dormant zombies are not easy to see and may be curled up under desks, behind furniture, inside closets, under stairs, hidden in dark corners and amongst stacks of boxes.

21-40% Pattern Proprietor: The shopkeeper or one or two of the employees have returned in zombie form to the site of their former job. The Pattern Zombie goes about its daily business, cleaning the place up and pretending to help customers. As long as humans stay out of the zombie's way, it will likely continue its pattern unabated and not attack. Approach it or attack it and it fights to kill. In the alternative, the zombie could be an Impersonator, Thinker or Mock Zombie.

41-60% Undead Employee of the Month: One of the building's staff has become a Mock Zombie, and haunts the premises trying to befriend survivors that it encounters. The Mock Zombie is convinced that it is human, and can actually be quite helpful if the characters play along for awhile. When they leave, the Mock Zombie will want to tag along, and may become violent if refused.

61-80% Thinker Lair: 1D4 Thinkers have adopted the building as a kind of lair. They might have placed a few simple traps or tricks, and are trying to lead survivors inside, maybe with a lit lantern or a pile of scavenged food items placed in view of a window. Once the living enter the building the Thinkers attack. Each Thinker also controls 1D6+1 mindless zombies (Slouchers, Crawlers, etc.) and they use their numbers and limited intelligence to drive the characters into ambushes with other zombies, into dead ends or other simple traps. The Thinkers have learned to use their control over lesser zombies effectively.

81-00% Broken Barricade: In the opening days of the Zombie Apocalypse this building was used as a shelter by a group of survivors. The windows will be boarded up and the doors locked and blocked-off. There is one central area where all of the useful supplies and food in the building have been collected together. Unfortunately, the barricade did not hold and the survivors have all been turned into zombies. They could be among the zombies still inside the building, or have wandered off weeks ago in search of other prey. One or more floors or areas of the building are already set up as a hideout. If the area can be cleared of walking dead and the barricade fixed, it could make a good base camp or hideout again. Unfortunately, there are likely to be zombies, wild animals or human bad guys inside.

Business Park Table

01-20% Small Offices: Lawyers, accountants, print shops and various other small businesses are found in this area. While there might not seem to be much that could help zombie outbreak survivors, there's no telling what might be found inside any one of the offices. Tools or personal vehicles, clothing, vending machines and break rooms with food and a generally zombie-free environment are all possibilities. Without obvious supplies, few people are trying to hide out in or raid these workplaces, and the chances of running into a large number of zombies are minimal. If zombies are inside there are probably no more than 2D6 of them.

21-40% Tool and Die Shops: This strip includes subcontractors and small manufacturing outlets. There are lots of pickup trucks, forklifts, and other pieces of light industrial equipment, as

well as delivery vans and the like. Inside the tool and die shops will be a wide variety of hand tools, power tools, presses, molds, drills, lathes and welding equipment, tanks of propane and possibly bricks, wood or sheet metal, all of which can come in handy when making improvised weapons or fortifying a safe house or a zombie-proof vehicle.

41-60% Outlet Mall or Strip Mall: A group of small, connected outlet shops fill this mall. Shoe stores and clothing retailers are the most common, but there could be something even more useful like a hiking and camping store, pharmacy, vitamin shop, bike shop, corner grocery, etc. If winter is coming, there is a whole selection of appropriate attire. There could even be a nice leather section or maybe an entire leather outfitter whose wares can be used as simple armor. New shoes, hats, coats, bags and other apparel are all available.

61-70% Medical Clinics: This is a series of small doctors' offices and medical supply shops. Dentists, physical therapists and radiologists are all to be found. There isn't much here that can be used as a weapon, but if someone in the group is wounded, this is just where the player characters want to be, as it will be stocked up with medical supplies, especially things like antibiotics, pain relievers, bandages and anything that can't easily be found when raiding the local pharmacy, though not as well stocked. One or two of the buildings may have been used as a treatment center when the Wave came, and could be packed full of emaciated zombies – and critical medical equipment.

71-80% Truck/Delivery Company: This business picked up and delivered goods to other businesses. If they had a semi-truck and trailer, there is only one, the rest of the 3D4 vehicles on site are vans and small trucks (think U-Haul and FedEx). Inside is a small office area and warehouse space.

81-00% Mixed Bag: Some combination of the above is located in the park. Most are devoted to one primary industry, but there may be a few other types of businesses. A fast food restaurant or two are quite common, but anything from a daycare center to an antique retailer might be found, and even the rare and precious gun shop.

Business Park

Random Encounter Table

01-20% Today Was Supposed to Be My Day Off: A single employee of one of the offices or outlet shops was hiding and got locked in his place of work when zombies flooded the area. It's been safe, so he has decided to stay and take shelter there. When necessary, he's been breaking in and gathering supplies from neighboring businesses in the park. He is happy to see other people who are still alive, but wary of them. If he's a hermit, it is out of fear. He has a good thing going for him (i.e. he's alive and safe) and is afraid to lose that to other survivors or bad people. He knows what is in all the other buildings around him in the park and could be a good asset to people in need, if he makes contact with them.

21-40% Fire Response: One of the park's buildings caught fire as a result of zombie activity during the Wave. The fire came at a point when firefighters were still on the job, and a team was dispatched to fight the blaze. Zombies attacked the firemen while they were trying to do their job, and now a pile of ashes surrounded by 1-2 firetrucks and an ambulance is all that is left.

2D6 zombies, some of them firemen, wander around in the area around the scene of the fire. If they can be avoided or eliminated there are medical supplies and rescue equipment in the trucks, in addition to the vehicles themselves.

41-60% Triage Center: A doctor's office or other medical clinic was converted into an emergency rescue center during the Wave. Packed full of sick people slowly turning into zombies, it exploded like a bomb when zero hour came. 1D4x10+10 zombies are constantly in and around the building. Another 4D6 roam the immediate surrounding area. In the center are medical supplies, radios and emergency rations, though.

61-80% Stranded: When the zombie outbreak occurred, a service crew of 1D4+3 survivors had gotten themselves surrounded. They have become stranded in one of the buildings, surrounded by too many zombies to outrun (dozens to hundreds). Their vehicle is either damaged, overturned or inhabited by 1D4 zombies or is simply parked in a lot surrounded by the undead. They managed to take shelter in one of the buildings and typically hang out on the rooftop so they can signal and yell at other survivors to come and rescue them. They are in desperate need of help.

81-00% Zombie Central: Far from a refuge from the undead, this business park is simply located in the wrong place. Hundreds to a thousand zombies have filtered down from a nearby freeway, stadium or building. Maybe the park is sited between a population center and a survivor haven that the zombies are slowly being drawn toward. 2D4x100 zombies mill about between the different buildings and any specific building will have at least 3D6 zombies inside, possibly dormant.

Suburban Neighborhood Table

01-10% Suburb Fire: A neighborhood once stood here. Now, all that is left are piles of charred rubble where houses once were. Whether it was started by people, zombies or something natural like lightning, the blaze progressed and destroyed the area. Nothing can be done now except to sift through the ashes looking for a fresh start. On the plus side, safes, gun lockers and many basements all survived the fire fairly well. A few useful supplies might be found, though the piles of ash and rubble probably hide many Crawlers and dormant zombies.

11-36% Row Houses and the Roving Dead: Series of interconnected townhouses or condos are actually quite resistant to zombie attack. Their design usually means there is only one main door, and punching holes in the thin walls to get from one house to the next is a simple matter for people and not something zombies think of doing. Townhouses and condos also sometimes have small balconies, adjoining garages and other possible avenues of escape.

37-65% Tract Suburb: Many similar houses on small lots, tract houses are placed closer together than other suburbs and may all look alike. The density of tract housing alone makes them dangerous after the zombie apocalypse. Not only are there more people around but there are more places to hide and less wide-open yards and spaces. A large number of zombies are likely to be present, including children.

66-90% Psycho Suburban Sprawl: Well-appointed homes line this neighborhood's winding streets and leafy thoroughfares. While not mansions, they are large houses and the cars left in the driveways or scattered in the streets are nice and in good condition. Most of the houses are deserted, and could have food, bot-

tled water, sporting equipment, clothing, basic medical supplies, weapons and other items.

91-00% Zombie Acres: This large, gated community was a refuge for the wealthy elite. Large manors are spread across lush lawns and gardens. Pools, tennis courts and guest houses are all to be found. Many of the homes will be long abandoned, but some still have their owners inside, unwilling to give up their home to the dead. Empty houses may have exotic cars, expensive clothing, fine wine, weapons and luxury goods inside, and if the occupants had interesting hobbies, it may include skiing or rock-climbing equipment, SCUBA gear, motorcycles or even gun collections.

Suburbs Random Encounters Table

01-15% Feral Dogs: A pack of semi-wild dogs has adopted the neighborhood as its hunting ground. Sometimes the dogs catch a single zombie out in the open and rip it to shreds, eating the flesh of the dead to survive. Groups of people will be safe, but lone individuals may be attacked by the hungry hounds. A single gunshot will scatter them, but will also ring out like a dinner bell to any zombies within hearing distance.

16-20% Wild Animal: A dangerous animal like a bear, cougar, gator, etc., as described elsewhere in this book, is on the prowl.

21-25% Pattern Postman: A Pattern Zombie dressed in the uniform of the US Postal Service faithfully makes his rounds each day, pretending to stick letters in each mailbox before going dormant, only to repeat the process the next morning. The zombie may even return to its mail truck each evening to “sleep.”

26-30% Raiders: Villainous raiders have made their new home or base of operation in one of the most luxurious homes.

31-40% Bandits: A wealthy neighbor is always going to attract crooks and thieves. One or more gangs of bandits are breaking into the homes and looting them.

41-60% Secure House/Estate: One of the neighborhood’s inhabitants was unwittingly better prepared for the Zombie Apocalypse than the rest. Maybe the house is encircled by tall privacy fence, or better yet, a tall brick or metal fence or tall, dense shrubs that make it slightly more concealed and defensible. The house has security doors, and it and the fence are all locked up tight. Inside are 3D6 survivors (families and friends), and 1D4 dogs, who have taken shelter at the house. They have food for a few weeks, a couple basic weapons and some ammunition, but they won’t be able to hold out forever. If the player characters are in need of a haven they can try the house, but the occupants will not be happy if zombies or other trouble is led to their doorstep as a result.

61-80% Neighborhood Watch: This suburb is under observation by the humans who live there. Huddled in their basements or locked tight in their second floors, they watch the streets with binoculars and rifles. The survivors may gather together every few days to discuss plans and share resources, or they may be forced to communicate with radios or visual signals from house to house. These people are trying to survive, not fight the zombies, and the streets may be full of the walking dead.

81-00% Danger Zone: This is the range of a prominent gang of Bandits, Raiders, or cultists. They keep the area swept of zombies, but also rob and kill survivors that they find inside their territory. And while the streets may be somewhat free of the dead, the gang has a few safe houses they use and have not bothered to check the others. Any one of the nearby houses could be full

of dormant zombies or innocent survivors afraid to come out and confront the gang. The sound of motorcycles approaches and a patrol of 3D6 Bandits nears. Do the player characters run, hide, fight or try to reason with them?

Small Town Table

01-20% Survivors’ Haven: Away from big cities and busy travel routes, this town has survived both the Wave and the subsequent zombie outbreak. Maybe there are so few zombies around that the locals have actually been able to keep them under control. The town has been fortified and locked down, and hunters with rifles and shotguns have become the defenders.

21-40% Crossroads: The residents of this town know the area well and are directing refugees and survivors from the inner city towards havens out in the country. Most of the families have moved on to safer ground but there are several families, individuals and groups of people who have chosen to stay behind in order to help others. They have the town’s buildings locked up tight and watch from rooftops and drive around in pickup trucks and off-road vehicles.

41-60% Ghost Town: Nothing moves or breathes anywhere within the limits of this small town. The population have abandoned their homes in return for the safety of the open road or the promise of a Safe Haven elsewhere. A few Slouchers *may* be lurking about, but without people to prey upon, even the zombies have moved on.

61-80% War Zone: The zombie hordes have slowly made their way out of the nearby city center in their search for prey. Every night, a few dozen more arrive in town. They are out looking for any survivors they can catch, but don’t generally come in large numbers. Juggernauts, Fast Attack Zombies and other variants like Thinkers are unexpected threats that the town’s defenders are not prepared for. The community has become a war zone. The living vs the dead.

81-00% Overrun: Somehow hundreds, if not thousands, of zombies have converged on the town. Maybe the town was acting as an evacuation point for survivors before the zombies caught up with it. Whatever happened there, this place is overrun by zombies which fill the streets and seem to be everywhere. It seems unlikely there is anyone left alive.

Small Town Random Encounter Table

01-20% Good Ol’ Boys: A group of local hunters and outdoorsmen have banded together to keep the town and the surrounding countryside free of zombies. They watch the roads and monitor HAM radios, and probably have a secure headquarters hidden in the woods somewhere or a convoy of vehicles. They love hunting zombies, but are suspicious of strangers, especially soldiers and government types.

21-40% Farmer Death: One of the area’s farmers has turned his giant thresher, reaper or harvester into a massive zombie-killing machine. He rides over the country roads and through the center of town, searching out zombies to mow down with the vehicle’s massive blades and wheels. The farmer is a bit unstable, but could be very helpful if the player characters can get his attention.

41-60% Zombie Bomb: The town's sick and dying were brought to a central, makeshift hospital during the Wave. When the zombies rose, the doors were locked and everyone was sealed inside. No one has gone back since, and hundreds of zombies are locked within the building. They have gone dormant, but if anyone enters the building the monsters rise. If they find a way out they will spill into the town and countryside. Just walking near the building may bring some of the zombies back to life, pounding on windows and shuffling around in small groups as they slowly realize there is prey to be had.

61-70% Tow-Truck Wheelman: A 1D6+1 level Wheelman considers the town his turf. He was the local tow-truck driver before the zombies came, and now cruises around in his armored tow-truck, looking for stranded survivors and running down zombies. If the players are in a jam this is exactly who they want to see, especially if there is a problem with their vehicle. The Wheelman will require payment, however, so the players better have something worth trading or they're walking from here on out.

71-80% Road Warriors: One or more gangs of Zombie Hunters or Road Reapers operate from this town. The lack of a large zombie presence and their zombie slaying activities have kept what's left of the town a Safe Haven, but for how long?

81-90% Repent and Be Saved: What's left of the town's inhabitants are all Retro-Savages who have forsaken technology and shun outsiders who do not. This is not the Safe Haven it may appear to be at first blush.

91-00% Sheriff of the Damned: The town's chief of police or county sheriff has organized the rest of the officers and any volunteers who can be found into an anti-zombie strike force. They range over the town and the surrounding countryside, looking for small groups of zombies to exterminate. They also keep the peace and chase off bandits and troublemakers. If they find large groups they attempt to warn or evacuate any people in the area. The troops are well armed and may attempt to arrest or detain the player characters until they can determine if they are a danger to the community. Depending on circumstance, the local authorities may help kind and friendly strangers or ask for their help, but always remain wary of outsiders.

Farm Table

01-20% Untouched: This farm is located in an isolated valley, up in the mountains or in a remote, lightly populated area. It could be located in an oasis or on a river in the midst of a desert or wide stretch of flatlands. Whatever the case, the zombies have yet to really reach this region. A few may have staggered in from the nearest small town, but the farmers and inhabitants were able to take them down and are generally unaware as to the extent and seriousness of the zombie threat.

21-40% Ranch: Raising cattle and/or horses is the primary business of this farm, or at least it was. If the ranchers are still present they may be willing to trade horses or a few live cows in return for weapons, ammunition, medicine or fuel. Horses are very valuable, and will become more so as time goes on and gasoline becomes scarcer. Cows might seem like they are more trouble than they're worth, but having a food source that can't go bad and lives off of grass might well prove lifesaving later on. And zombies tend to completely ignore cattle, especially if there is human prey anywhere nearby.

41-60% Orchard or Vineyard: The farm is full of rows of carefully manicured fruit trees, grape vines or other fruit crops. There might be a small winery somewhere nearby or on the grounds, or a cider-press if an orchard. Apples and pears can be preserved nicely for future consumption. Grapes and other fruits, on the other hand, not so much.

61-80% Dairy Farm: Milk, cheese and other dairy products are the focus of this farm. There are dozens, if not hundreds, of dairy cows involved in the operation. Now that the zombies have come, the owners of the farm have fled or been killed. The cows are left behind, eager to be milked, confused as to what is happening. Some of the cows have already died of burst udders and starvation, and the rest will follow along if they are not let out to graze and properly milked. Plenty of beef, though, if the characters can stomach slaughtering and preparing the cows themselves.

81-90% Factory Farm: Animals packed into rows of tiny cages and unsanitary conditions are both hallmarks of the factory farm. Add zombies to the mix and take away the human caretakers for a few weeks and most factory farms have devolved into nightmares of dead and dying animals. Chickens, pigs and cows cry out for attention, but the zombies who stalk the killing floor either pay them no heed or occasionally rip one of the animals apart for its psychic energy.

91-00% Crop Farm: This farm grows 2-6 different types of crops, corn, wheat, barley, soybeans, lettuce, cabbage, cucumbers, peppers, tobacco, and other grains and/or vegetables. Unless the farm is still inhabited by the living, the crops are untended and gone wild or are dying.

Farm Random Encounter Table

01-20% Zombie Farmhands: While the farm seems pretty much clear of zombies at first, something isn't right. Approach any of the fields and zombies come shuffling or running in. One can spot a zombie a long way off in a field of potatoes or lettuce or anything else that grows close to the ground, but tall corn, wheat and other crops hide their presence, making for some scary close encounters. 1D4 zombies appear whenever the players get within 40 feet (12 m) of one of the crop fields. Fast Attack Zombies, Twin Speedsters and Flesh Eating Zombies are especially dangerous in this environment.

21-40% Barn of Terror: Checking inside the barn reveals dozens of farm animals ripped apart and consumed. Hidden away amongst the hay bales and the rafters are either 1D4 Juggernauts or 1D6+1 Flesh-Eating Zombies. The Flesh Eaters attack the moment the door is opened; the Juggernauts are a bit slower to respond.

41-60% Help Me!: From the upper windows of the farmhouse a voice calls out. It is a lone child, crying out for help, afraid to leave the safety of the house itself. If the player characters go to the rescue they quickly realize it is a trap. Inside the house are 1D6 Slouchers, 1D4 Crawlers and one Impersonator Zombie that was pretending to be the child in distress. In the alternative, there is a child calling for help, but Bandits, Raiders, Retro-Savages or Death Cultists lie in wait. Or maybe it is a kid in trouble, with zombies or other marauders having him trapped upstairs and the rest of the family downstairs. Help?

61-80% Bring in the Harvest: The Zombie Outbreak struck just as the farmers were collecting and processing the fall harvest. The farm will be awash in whatever produce they were growing:

wheat, potatoes, lettuce, green beans, soy, etc. So much of it is around that there may be Crawlers or Worm-Meat zombies actually buried in the fruits or vegetables. While some of it has been exposed to the elements and ruined, there are barns and storage silos full of food for the taking. This is the place to stock up, and if the player characters know a larger survivor group or Safe Haven community, they may be well rewarded for hauling truckloads of food to them or telling them the location before the food all goes rotten.

81-00% Reap what Ye Sow: The farm's owner has decided to make a last stand against the dead. The farmer and his/her family and farmhands have dug trenches and created earthworks all over the property. Maybe the irrigation system has been redirected to create a series of moats. Tractors and large farm equipment have been turned into anti-zombie death machines, and the livestock and harvest are both locked down to provide a consistent food supply. The farmhouse has been secured as the final fallback position. These people have no plans on retreating or fleeing to a safer location. This is their home and they will die to protect it. They are wary of strangers.

Wilderness Table

01-20% Pristine Wilderness: This stretch of land is relatively untouched by man, and therefore free of zombies for the most part. There is nothing but wilderness for miles, and the deeper one gets the further behind they leave the cities and the flood of zombies that inhabit them. If one knows how to hunt, forage and survive in the wild, this place is a virtually zombie-free paradise. If not, it is a stark death sentence. And at any time, events within one of the neighboring cities may send hundreds of animated dead lurching into the area, searching for unsuspecting human prey. Otherwise, one seldom encounters more than 1D4 zombies at a time.

21-40% Campground: The surrounding region was a campground or state park recreation area. While it is forest and wilderness, there is a designated section for tents, trailers, RVs, campers and day visitors. Included are connections for water and power that might even still be active, and there is probably a shower/bathroom building and a camp overseer's office. Inside there are likely to be useful maps, keys and a first aid kit, and maybe something like snakebite antidote, a portable generator or bear-strength pepper spray. Zombies are most numerous around parking areas, picnic sites, cabins, swimming and other recreation areas, but fewer in the woods. An encounter with one zombie or a group of 1D6+1 dead is not uncommon.

41-60% Trail of Wreckage: Something mysterious happened in this stretch of the woods. The region is littered with torn clothing, shoes, random objects, discarded luggage, and things too heavy to carry. The bodies of zombies that have been killed again are found every few meters, along with humans who were ripped apart before they could become the walking dead. Is whoever or whatever did this still around? Are there more zombies?

61-80% Logging Camp: This neck of the woods was supporting a logging operation when the zombies attacked. The loggers may have fled or been killed, but their equipment is still scattered around the area. Trucks and ATVs, chainsaws and hard hats can all be found. The actual camp site will probably have some food as well, and definitely some gas for the chainsaws and the vehicles. Zombies are few.

81-00% Hunting Lodge: The players encounter a small group of people dressed in camouflage and bright orange vests.

Obviously hunters or military personnel, but without their guns or equipment. They are zombies! If the group kills the zombies, they find a map on one of them that indicates the site of their camp. Somewhere nearby are the hunters' rifles, their camping gear, their vehicles and probably some venison, duck or geese. Wild animals abound in this area.

Wilderness Random Encounter Table

01-20% Hermit or Survivalist: The player characters come across a single little cabin or shelter hidden in the woods. Knocking on the door, they find a hermit or woodsman, an outcast from civilization who has been living in the wilderness for years. This individual may not even know that the Zombie Apocalypse has happened, so little an effect has it had on his life. He knows the local area and the good hunting and fishing sites, but might be unsettled at the prospect of interacting with people for the first time in years.

21-30% Loggers: A group of 6D6 loggers have been forced to abandon their camp due to zombie attack. They have set off on their trucks and construction vehicles, armed mainly with chainsaws and axes. They are trying to stick to the country roads and uninhabited forests, already associating towns and population centers with danger.

31-40% Hikers: A pair or group of 2D4 hikers have decided to stay in the wilderness and survive as best they can. They are ordinary people and have been managing life in the wild okay, but it has been a struggle. They are glad to meet other people and, perhaps, get some real food to eat.

41-55% Hunters: 2D4 hunters are encountered, hiking the trails or riding along in a pickup truck, SUV or two. They have a large amount of venison that they might be willing to trade, and are equipped with long-range rifles and outdoor gear. The hunters are also probably familiar with the local terrain, and are decent shots with their rifles.

56-70% Ranger Station: The player characters find a small park ranger station located along one of the back roads. The station has a radio, first aid kit and emergency supplies, but is basically just a small cabin and is difficult to secure from the dead. There might be 1D6 park rangers holed-up inside as well, people who have maps and advanced knowledge of the surrounding area, as well as wilderness survival skills.

71-80% Soldiers: Several squads or a full platoon of soldiers have been operating in the wild. They make runs into the nearest town or military base to get supplies, otherwise they've been living off the land. They claim to have had no contact with the outside world or larger military unit.

81-90% Outlaws: A band of outlaws or Retro-Savages operate in the area. Neither is happy to see gun-toting heroes or survivors in "their" domain.

91-00% Crashed Aircraft: A jetliner, cargo plane or military aircraft has gone down in the middle of the woods. It could have been felled by zombies that attacked during the flight, a malfunction, bad weather or pilot error. The wreckage could have useful items within it, especially if it is a cargo plane that was transporting medical supplies, weapons, munitions, food or other crucial equipment and/or resources. There are 2D6 zombies stalking the crash site. If there were any survivors aboard, they have fled or been turned into zombies.

Zombie Apocalypse Time-Line Options

The amount of time that has elapsed since *the Wave* and the rise of the zombies can have a dramatic effect on the world environment the players find themselves. Setting a game closer to the beginning of the outbreak offers more trappings of civilization, horror and the suspense of running into normal people who have no idea what is happening. This first scenario is more of a disaster movie (think *Outbreak*, or *Contagion*) and can be full of action and hysteria.

Weeks or months after the Zombie Apocalypse has taken root, every survivor will understand the nature of the world they live in, and supplies will become increasingly scarce as those left alive pick through the zombie-infested ruins of their former world. This second scenario is post-apocalyptic survival and witnessing the collapse of civilization (*Road Warrior* or *The Road*).

Time Elapsed Since the Zombie Outbreak

Choosing your time lines in **Dead Reign®** is important, especially if you are just starting your campaign. In play tests we found starting with the wave or a few days to a few weeks later is loads of fun, but any setting and time period can be a blast.

The following is a *basic guide* to the effects of time on the setting of **Dead Reign®**.

The Wave – Zero Hour

The Wave is in full swing. This is the point where a great transition is underway. Some people have realized that the Wave isn't slowing down and is infecting more and more victims every minute. In some places, there have even been reports of the dead coming back to life, and snippets of news footage are aired that *seem* to show corpses attacking police and first responders. No one is sure what to believe. For anyone who isn't infected, this is the calm before the storm.

People: Most people at this point are still trying to do their jobs. The Wave is worrisome, but certain communities are left relatively unaffected. The grim consensus among government leaders is that this disease will pass like the Spanish Influenza; 1-5% of the population will be lost, but mankind will go on. The reports of zombies are just beginning to come in from random areas, and are still scattered and disjointed. If someone is going to connect the dots, now is the time. Some individuals will have already left the cities, eager to avoid getting sick.

The Authorities: At this point, the police and military are both trying to respond to a viral outbreak. All police and emergency workers have been recalled to their positions to try to deal with sick people and the potential for civil unrest. Military bases are already on lockdown as vital medical supplies are distributed by Air Force cargo planes. When individuals come back to life as zombies, most police and even soldiers will be hesitant to shoot. They don't yet know that zombies cannot be helped, and may try to administer aid or pacify the zombies without killing them. This

only serves to quicken the pace of the outbreak as police and aid workers become part of the growing zombie population. Once "dead," they are also unable to do their jobs anymore, leading to a total breakdown of law and order as well as the emergency services we have come to rely on.

Zombies: This is still the world of humans. The first zombies will appear at hospitals, relief centers, military medical sites and randomly within the homes of those who were infected early on during the Wave and never sought medical treatment. These initial zombie attacks will be small in scale. Some can be contained, but others will spread with frightening speed as the number of zombies reaches critical mass. Urban centers and packed relief camps are particularly vulnerable as they offer plenty of human prey for the growing zombie swarm. Unique zombie types like the Fast Attack Zombie, Thinker and Mock Zombie will be especially deadly and surprising during this period as few people are sure how to "kill" even regular zombies yet.

Food and Supplies: Society will be coping well at first, and plenty of food and various supplies are available. Stocks of cold medicine, antibiotics and certain other medical goods may be low as a side-effect of the Wave, but most everything one would expect to find at a store should still be there. There might be long lines or few employees as the Wave interrupts normal work schedules.

Animals: Animals are still following their normal behavior patterns. The roads are full of cars and the cities full of people, and nothing has changed yet from their perspective.

Roads and Buildings: The roads are still clear and well maintained. Traffic will be heavy around hospitals and relief centers, but the large amount of sick people and the businesses and schools that are beginning to close their doors mean the roads are surprisingly free of other cars. The occasional convoy of military trucks or emergency vehicles will rush past, sirens blazing.

The Dead Rise – The First 48 Hours

Within a day or two of the first zombie attacks, it becomes clear that the Wave is subsiding only to reveal a new terror. If someone hasn't already been infected by the Wave, their chances of contracting the disease at this point are negligible. The real threat now, however, are the growing hordes of zombies massing around hospitals and relief centers. As they consume all the human prey in their immediate area, they will begin to fan out through the cities, spreading the condition of zombie undeath and beginning secondary mini-outbreaks.

People: Panic grips the populace. The Wave was bad enough when people thought it was just a severe version of a normal virus. Now that zombies are appearing worldwide, people are having their first encounters and realizing that things have changed forever. News reports are showing more and more detailed footage of corpses coming back to life and human waves of zombies attacking riot police. Some news stations are off the air, broadcasting nothing but an ominous "technical difficulties" display.

The Authorities: The police and military are still actively fighting against the zombies. The National Guard and Army Reserves were both mobilized as a response to the viral outbreak, now they are deployed in large units into America's cities to fight against what is seen by leaders as wide-scale civil unrest; a side effect of the Wave. When the troops get on the scene they quickly realize that something else is afoot, and some units will see their chain-of-command dissolve instantly as soldiers abandon the defensive



and try to save their own lives. Local emergency responders are overwhelmed at this point and a 911 call will result in nothing but a busy signal. Cop cars and ambulances race right past people in need, hurrying on their way to more pressing matters or simply trying to save themselves.

Zombies: The number of zombies grows dramatically during this period. More than 90% of the zombies that stalk the world of Dead Reign® for years into the future will be created in the first few days of the Zombie Apocalypse. People are not mentally prepared for survival yet, and the desire to find loved ones or valued possessions gets many impetuous individuals killed. Panic is another cause of many zombie deaths that could have been avoidable. Most cities are quickly filling up with zombies at this point, and the streets and busy areas will be all but impassable.

Food and Supplies: Almost all the food and vital supplies are still good. Things that have to be prepared or refreshed daily are obviously unavailable, and many shelves have been emptied by the first round of Scroungers and scavengers, people who can get to the stores and get out before the zombies close in. Most shops and sales outlets will already be abandoned by their owners.

Animals: Many domesticated animals escape out onto the streets during the chaos of the first forty-eight hours. Doors are left open, owners transformed into zombies and fires and power-outages allow pets and even some zoo animals to wander off.

Roads and Buildings: The roads are a mess. While they may still be in good condition, abandoned vehicles and car pileups are littered across their surfaces. Highway on-ramps and busy streets are blocked from one side to the other. Military vehicles and police patrols following wreckers may already have resorted to smashing their way through the derelict cars. The electricity and water are both running, but sudden power blackouts can send a fright through huddled groups of survivors and let zombies break through electronically locked doors.

Confusion and Chaos – Week One

The first week is when the reality of the zombies sets in and humanity is forced to really fight for survival. Bands of survivors have found temporary shelter up on rooftops or locked inside secure buildings. The zombies have taken over the streets, and human waves of the creatures build up outside any location where humans hide.

People: Most of the people still alive have already proved their tenacity and unwillingness to accept death. Many are armed, prepared or have seen a series of lucky breaks keep them out of the grasp of the undead. Virtually everyone who has survived to this point has been face to face with zombies and understands that they are not simply people infected with a virus. There are a few holdouts, however, people who have been away from news reports and the cities and who may not be aware of the Zombie Apocalypse. They can probably only be found in remote areas, but some shut-ins and hermits may simply be oblivious to what is going on outside.

Zombies: There is still food to be found everywhere, and all types of zombies will be highly active. The lure of different groups of survivors may pull zombies in different directions, and packs and mobs of the undead are milling about. Survivors who think they have figured out how zombies operate will be caught off guard by Thinkers and other variant types. Those who expect the unexpected may live to see another day.

The Authorities: The police and military are both preoccupied trying to fend for themselves. Rescue operations may be underway, but general emergency response is over, never to return. Most police officers have joined with small groups of survivors. Most soldiers stick with their units in order to survive, but small splinter groups have struck off on their own, the majority looking to return to their homes and families. It is every man for himself at this point.

Food and Supplies: Freshly prepared food is mostly gone or spoiled. Dairy products are still good at many locations, but in other places, power outages have caused entire grocery stores' stocks to spoil. A lot of the most accessible food has also already been grabbed up by survivors who have realized they must prepare for the long haul. Gas is still plentiful, but it may be hard to access, especially at stations that cannot pump without power.

Animals: Wild animals are beginning to become curious as 99% of vehicle traffic has vanished overnight. Stray dogs search for food throughout the former domain of man, sometimes falling victim to the zombies themselves. Most zoo animals that can adapt have already found some sort of shelter or food source. Any others are only likely to last a matter of days before succumbing to the weather, lack of food or the zombies. Dairy cows are in real distress from lack of being milked, and they will begin to die off if not rescued soon. Other livestock animals are alright, but are a bit hungry and confused as to where their owners have gone.

Roads and Buildings: A week of vehicle accidents, stalled cars and running battles with the undead have not been kind on the nation's roads. Junk, debris, spent ammunition and broken car parts are scattered across streets and highways, most of which are also clogged with derelict vehicles. Electricity is inconsistent as power plants start to fail from lack of human supervision. There is still water in the taps, but no one knows how much longer it will last.

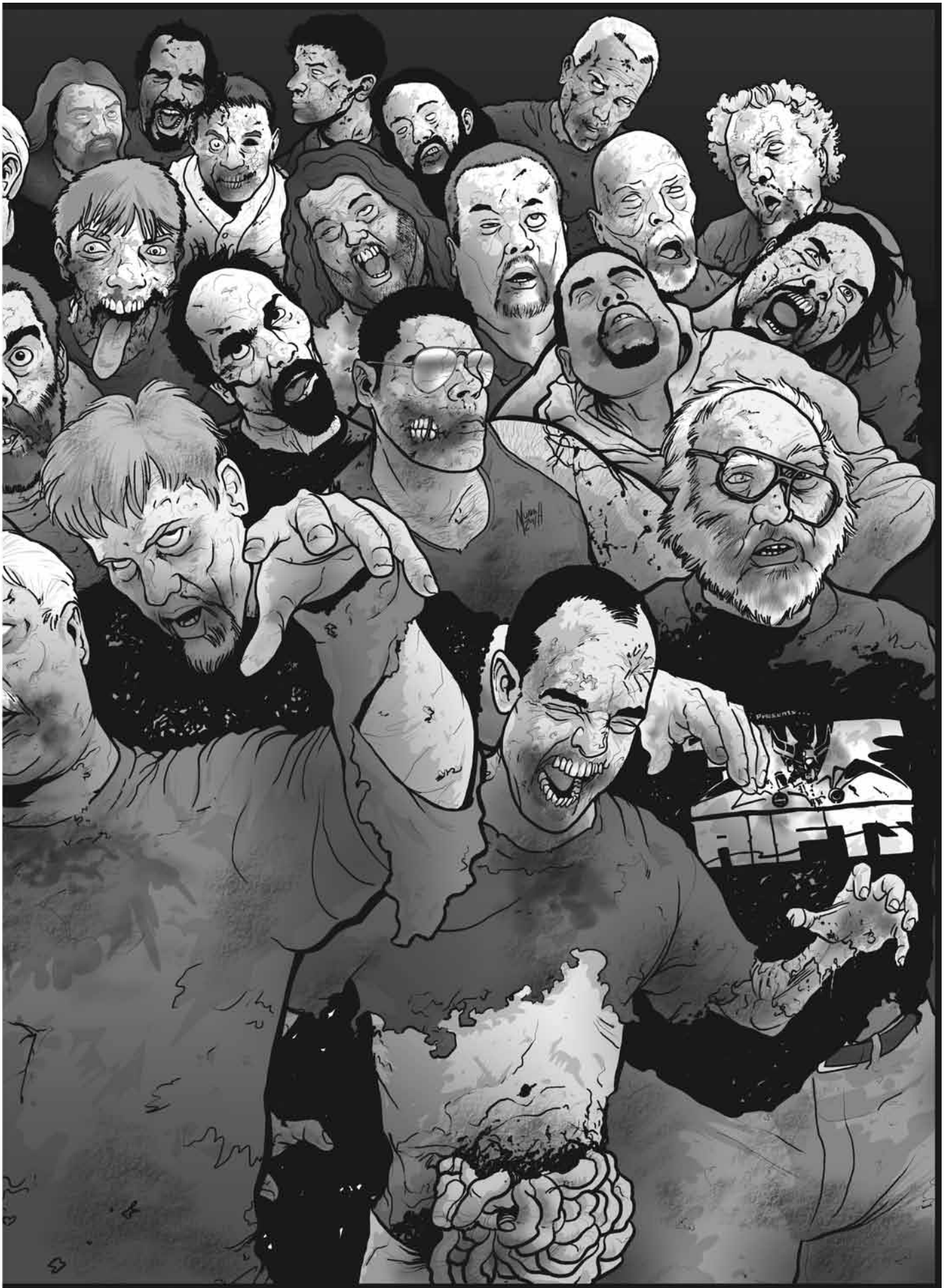
The First Survivors – One Month

After several weeks, survivors have established some kind of routine for dealing with zombies. Some may be roof runners, using buildings and heights to keep zombies away. Others have formed heavily armed caravans or created hideouts fortified against zombie attack. Post-apocalyptic groups like the Road Reapers have assembled and the first Safe Haven Communities come together. Also emerging from the shadows are the Death Cults, people who have decided to worship the zombies rather than exterminate them.

People: Roles from the old world have mostly vanished by this point. Everyone alive is a survivor first and an individual second. Unless a person was a doctor, automotive mechanic or other vital profession, their career skills are going to be of limited use. Most survivors have been continually improving their hideouts since the zombie attacks began, and have some kind of system in place for keeping the undead out. Supply runs out into zombie territory are a different matter, however, and every mission is an extreme risk.

The Authorities: By this time, almost all local police and emergency workers are dead, missing or distributed randomly amongst groups of survivors. The military is still trying to hold themselves together, but large units are splitting up into smaller groups and many bases are abandoned as supplies are used up or zombies compromise the perimeter. Convoys of soldiers head out





into the country, seeking out Safe Haven communities, heading out to their bases, and remote regions with fewer zombies.

Zombies: The zombie infestation has reached high tide. There simply aren't enough survivors left for the horde of zombies to grow much more. The zombies are everywhere. In places where most of the living have been consumed, large numbers of zombies go dormant; waiting for the next Road Reaper gang or unwitting survivors on a supply run approach to awaken them.

Food and Supplies: After a month, almost everything not packaged and preserved has gone bad. Anything that required freezing or refrigeration is also spoiled unless the power is still up and the freezer is running. Dry goods are still edible, but by this time, animals will be rummaging around inside abandoned supermarkets and scavenging off the rotten food within. As far as supplies and survival equipment are concerned, many of the easy pickings are already gone. Finding an undisturbed military surplus store, gun shop or camping supply center at this point is already increasingly rare.

Animals: With humanity out of the way, animals are encroaching ever closer on cities and habitations. Empty homes and buildings make great dens and nests, and millions of stray dogs and cats run the streets. After a month, any livestock that hasn't escaped its pens is dead unless it was left with an ample supply of feed. And even then the animals' condition is probably not the most healthy.

Roads and Buildings: Thirty days of weather, rotting zombie flesh and screeching tires have left the roads marked up and dotted with decomposing bodies. Most abandoned cars haven't moved, and trucks and survivor vehicles knocking them aside have scattered parts and spilled gas and automotive fluids. Except for the zombies, buildings and streets are largely deserted. Some buildings look smashed up, others look perfectly fine.

A World Transformed – Six Months to a Year

Within six months to a year the world remains recognizable, but as a dark shadow of what it once was. Every city is dark at night and ruled by the walking dead. The world's tiny population of human survivors is on the run and hiding from legions of endless dead. Small groups of survivors chatter between each other via HAM radio, and have realized that there is no one place that is a truly a safe refuge. It has been months since the last military or government broadcast went out. No one thinks civilization can be "restored" at this point. It will have to be rebuilt from the ground up.

People: Anyone left alive is a dedicated survivor. Armed with anti-zombie weapons and improvised body armor, they search from one ruin to the next in for food, fuel and ammunition. There aren't many of the elderly or infirm still alive. Survivors exist in a world of Road Reapers and Death Cults, of crazed warriors and even more crazy hermits. The pressure created by the constant fear of death is having its toll as well, and virtually any survivor can display symptoms of post-traumatic stress disorder. These symptoms can include trouble sleeping, vivid nightmares, visual flashbacks, incomplete memory of traumatic events, distraction, aggression and sudden emotional shifts. Some survivors have taken to drink, as large amounts of alcohol can be found in the ruins of towns and cities. This is probably the lowest point, psychologically and emotionally, as the zombie presence shows no

signs of abating and the life-giving products of civilization are starting to become scarce and harder to find.

The Authorities: The known authorities are just trying to survive as well. Large military units have splintered into small groups, some of them fighting zombies and saving innocent people, others devolving into raiders and scavengers. Emergency service providers are scattered far and wide, and many serve as the de facto doctors or military experts within their own groups of survivors. Any kind of government-in-hiding that still exists in the secret bunkers and fallout shelters of America are quiet. One can only guess at what they may be thinking or planning.

Zombies: Though they remain most numerous in urban areas and big cities, zombies can be found even in the countryside. Some that have gotten lost in the wilderness crawl into holes and caves, or farm houses and hunting lodges and go dormant; they may not be discovered for decades. The endless dead are becoming scattered far and wide. There are mobs and swarms of the undead clustered around survivor hideouts and travel lanes, but the sea of zombies that was ever-present months ago has spread itself out. In places where most of the humans have been killed or run off, zombies have gone dormant, settling in until they can continue the search for human prey. No place is safe, and Thinker zombies have developed familiar home ranges that they patrol for victims or in which they lead groups of zombies on patrol. "Worn-down" zombies like Sewer Crawlers, Blow Fish, Bug Boys and Worm Meat are encountered with increasing frequency as zombie bodies succumb to certain effects of decomposition. Crawlers are more prevalent as more zombies suffer damage in combat, are run over by cars, hacked apart by Zombie Hunters or are simply split in half by decomposition.

Food and Supplies: There is still food to be found, but much of the boxed and packaged foodstuffs that we count on to last while sitting on shelves have gone bad or been consumed. No freezers or refrigerators have endured this long unless they are part of survivor camps, survivalist hideout or military compound. Gasoline stored in cans, unsealed containers or areas with high temperature variation, has gone stale and even if it is usable, will damage the engine of vehicles in a short time.

Animals: After an entire season or two without humans, animals are moving into the cities and abandoned buildings. Deer roam the streets, nibbling at shoots that grow up through cracked cement and occasionally running from hungry zombies. Small stray dogs have been eaten or found niches for themselves as rat hunters. Larger dogs have organized into packs and roam the streets looking for prey, sometimes even tearing apart a lone zombie. Cats have adapted back to their natural role as predators and the occasional exotic animal escaped from a local zoo tries to adapt and survive. It is now possible to hunt for food in the streets of many cities.

Roads and Buildings: The roads remain cracked, cluttered with abandoned vehicles and debris, and studded with grass and weeds. Abandoned cars are starting to rust where they were left. The seasonal buildup of leaves and snow also piles up along these obstacles in the streets, making them even harder to traverse. Any building that is not locked up or actively defended by survivors show signs of weathering or damage from zombies. Fire has gutted whole districts of cities.

It has been a tough year for America's infrastructure. The roads are largely the same – a mess and full of abandoned vehicles, increasing amounts of debris and coming overgrown with

vegetation along the edges and in cracked cement. The freezing/thawing cycle with no maintenance or repairs will only make them worse. Abandoned cars are beginning to accumulate dirt and debris around them which hastens the rust process that will eventually melt them into the road. Suburban neighborhoods are overgrown. Lawns are fields of tall grass, weeds and wild flowers, where Crawlers can hide with ease, and even full-sized zombies can hide among bushes, saplings and trees. Many buildings have broken windows that will never be repaired, and these openings let in rain, snow, dirt, insects and animals. All of these conditions are quickening the rate at which buildings will fall apart. As the cities continue decay in the years to come they will provide less usable shelter for people and more nooks and crannies for zombies to prowl, hide and go dormant. When fires occur they rage unchecked and damage to trees, power lines, roads and buildings from storms go without repair, making roads less passable and buildings in a miserable state.

Stats for a Few Dangerous Animals of North America

In the world of **Dead Reign**®, many of North America's animals are actually faring better than humans. In the overall absence of humanity, they do not have to worry about cars, hunters or competition for land. Many have moved into the cities, especially as the months pass since the rise of the zombies. What follows are statistics for some of the more dangerous and notable animals one may encounter while traveling through North America. Many of them are deadly enough to prey on zombies, and some have learned to pick off slow and weak zombies and run from those who put up a fight.

For stats on horses, see the Transportation section of the **Dead Reign**® **Role-Playing Game**. For dogs, see the *Hound Master O.C.C.* in the same book. **Note:** The stats for dogs found there can be used for both tamed/trained dogs and feral dogs, which roam the landscape in packs searching for food. They are especially dominant in the inner cities and suburbs where most of them started out. Wolves and coyotes are also found prowling the streets of urban areas. **Note:** See the *Palladium Fantasy RPG's Monsters & Animals™, Second Edition* for stats on rats, birds, sea creatures, snakes, spiders and all kinds of other animals.

Alligators

Since zombies don't do well in the water, alligators have little to fear from them. Only the largest gators would think of trying for adult human prey, but children, dogs, Crawlers and really emaciated Slouchers can all be taken by alligators. Gator meat is quite edible, especially the tail, so they may be hunted by the living. Alligators are not to be trifled with, however, as their powerful jaws hold on tight and they use what is known as the "death-roll" to kill prey, be it deer or humans. An alligator bites and holds onto its victim, pulling it into the water, where the creature rolls or spins underwater. The rolling action keeps the prey locked in the gator's jaws, off balance and in a state of panic until it drowns and the alligator can eat at its leisure, tearing out large chunks of flesh.

Alligators feed primarily on snakes, fish, waterfowl, muskrats, pigs and other mammals of the marshes and riverbanks. The larg-

est alligators will prey on deer, cattle, humans and zombies. Victims are usually bitten on the leg or arm and dragged underwater to drown.

Alligators associate in loose-knit groups of 1D6x10. The group will be agitated by and drawn to the scent of blood for group feeding, tearing even large prey apart in a matter of seconds.

During mating season, 20 to 60 eggs are laid in a mud mound nest 5-7 feet (1.5-2.1 m) wide. Mother alligators are extremely protective of their nest and will attack people and zombies who unwittingly wander near it.

Attribute Note: Alligators are very strong with incredibly powerful jaws. The P.S. of a gator is 1D6+20. Spd 6 on land. What most people don't know is gators can make short sprints at the alarming speed of 44 (30 mph/48 km), which is how they catch prey by surprise and drag them into the water. Thankfully, that speedy sprint can only be sustained for 1D4 melee rounds (15-60 seconds). Speed in the water is 18 (about 11 mph/17.6 km).

Size: 10-25 feet (3-7.6 m).

Weight: 800-1,500 lbs (360-675 kg).

Hit Points: 4D6+10. **S.D.C.:** 3D6+20. **Natural A.R.:** 8.

P.P.E.: 1D4

Horror Factor: 12

Natural Abilities: Swim 90%, Prowl (in water) 70%.

Average Life Span: 10-40 years.

Attacks per Melee: Two.

Damage: Tail slash does 1D6 points of damage, claws do 1D4 damage, while a bite does 2D6 damage. Like the crocodile, the alligator usually attacks prey that is close to the water, however, alligators are more likely to sit on riverbanks and dry land where they sun themselves and hunt. Alligators often surprise prey with a sudden, lightning quick running attack. Once their prey is caught, it is often dragged underwater to be drowned. A P.S. equal to the alligator's is needed to pry its jaws open but only half that to hold them shut.

Bonuses: +2 on initiative, +3 to strike, +2 to dodge underwater.

Value: Leather can be made from an alligator's hide, and its meat is also edible.

Habitat: Swamps, marshes, rivers and lakes.

Range: Florida, Louisiana, Mississippi, southern Georgia and Alabama and the coastal regions of North and South Carolina and Texas.

Black Bear

Black bears are common throughout North America. They are pests and scavengers as much as predators. They may be small compared to grizzly and polar bears, but black bears can weigh up to five hundred pounds, and tangling with one is like fighting three to five large dogs all rolled into one. Still, black bears prefer to run and hide rather than fight, and use their exceptional climbing skills to scale trees and protect themselves and their young from zombies and possible predators. Their black fur is also excellent camouflage, disappearing into the layers of shadow found within their forest habitat, and more recently, urban cities where abandoned homes and buildings offer many places to forage for food, sleep or establish a den.

Black bears feed largely on leaves, roots, fruit, nuts, honey, insects, fish, small mammals and carrion. Solitary creatures, they

are most active during the night. In autumn they consume large quantities of food to fatten up for their winter hibernation. A litter of 1-4 young are born in February after a gestation period of 7 months. The young remain with their mother for about one year.

Since the disappearance of humanity at large, adventurous black bears have made dens for themselves in abandoned homes and buildings. Though mostly found in rural areas, some have wandered into the cities. They are tough enough to fight zombies and their climbing skills let them scale telephone poles, ruins and even some standing buildings.

Attribute Note: I.Q. 1D4+4 (on par with a dog), P.S. 1D6+20, P.P. 1D6+8, Spd 22 (15 mph/24 km), but maximum speed is 44 (30 mph/48 km) in short bursts which can be maintained for 2D4 minutes.

Size: 5-5½ feet (1.5-1.7 m).

Weight: Males: 130–550 lbs (59–248 kg). Females: 90–240 lbs (41–108 kg).

Hit Points: 1D4x10. **S.D.C.:** 3D6+12. **A.R.:** Not applicable.

P.P.E.: 3D6

Horror Factor: 10 (+2 when the animal is angry or attacking; fights to the death to defend its young).

Average Life Span: 18-20 years.

Natural Abilities: Nightvision 120 feet (36 m), Prowl 35%, Land Navigation 70%, track (by smell) 66%, good swimmer 80%, and climb trees 84% (climbs a tree whenever frightened or in danger).

Attacks per Melee: Two.

Damage: Claws do 1D6+6 damage. Bite does 1D6+2.

Bonuses: +1 on initiative, +3 to strike, +2 to parry, +3 to save vs poison and disease.

Value: Black bear furs can be used as primitive garments, blankets, coats and rugs, though with the abundance of clothing left behind by civilization, such drastic measures are not usually necessary.

Habitat: Forest, mountainous and arctic areas up to 10,000 feet (3,048 m) above sea level.

Range: Black bears can be found throughout Canada and the non-desert sections of the American West. They are also prevalent in northern Arkansas/southern Missouri, Florida, southern Pennsylvania, the western parts of Virginia and North Carolina, West Virginia, northern Michigan, (especially the Upper Peninsula), Wisconsin and Minnesota. Their range has spread since the coming of the zombies, however, and Black Bears can be found in adjoining regions as well.

Grizzly Bear

Grizzly bears are absolute monsters, half-ton eating machines made of fur and muscle. A grizzly can weigh as much as 2-4 black bears, or more than 10 grown men! They swat aside wolves, feral dogs and even zombies to bully them away from their kills. A full-grown grizzly is capable of taking down any animal on the continent, if it can catch it, and can brutalize even Juggernaut zombies with its massive strength and claws. Grizzly bears also have an incredible sense of smell, and survivors traveling through wilderness areas should take care to suspend their food out of reach at night, if they can. Keeping anything with an interesting odor (even soap, toothpaste, etc.) in your tent or pack is to invite investigation by a grizzly.

These large creatures vary in color from a yellowish or golden brown to dark brown. They are generally solitary animals and have home ranges of up to 20 square miles (52 sq km). They can be active day or night and feed on plant material, fish, small animals and carrion as well as the occasional deer, horse, bison, person or zombie. Most grizzly bears are too large and slow to bring down large, hooved animals unless they are sick, caught in a trap, tethered or penned. They are also often too large to climb trees. And even though grizzlies are massive predators capable of flipping boulders and dumpsters and decapitating deer, they are not bloodthirsty nor do they go looking for a fight. They forage for much of their food and can sometimes be driven off by loud noises, warning shots or even just the unusual smells and sounds of people or zombies. A grizzly attacks whenever it feels threatened, is startled, injured or protecting its young, its food or its home. Though not bloodthirsty nor a man-eater, the bear may attack when surprised and they are so strong they can kill a man with a few swipes of its claws or bites. Playing dead is a realistic option, because it will stop its attack if it thinks you are slain. However, that only works against a startled grizzly. If the bear is deliberately hunting you, playing dead simply makes it easier for the grizzly to kill you. Getting between a mother and her cubs is to invite a savage protective attack in which the female is +1 on initiative and +1 attack per melee round. Females breed every 2 or 3 years and produce litters of 1-4 young after 6-8 months.

Attribute Note: I.Q. 1D4+5 (on par with a dog), P.S. 2D6+20, P.P. 1D6+9, Spd 22 (15 mph/24 km), but maximum speed is 44 (30 mph/48 km) in short bursts which can be maintained for 2D4 minutes.

Size: 6-9 feet (1.8-2.7 m).

Weight: 800-1,800 lbs (360-810 kg).

Hit Points: 2D4x10. **S.D.C.:** 1D4x10+30. **A.R.:** 6.

P.P.E.: 3D6+3

Horror Factor: 13 (+2 when the animal is angry or attacking; fights to the death to defend its young and when wounded or cornered).

Average Life Span: 20-40 years.

Natural Abilities: Nightvision 60 feet (18.3 m), Prowl 30%, Land Navigation 75%, track by smell 68%, swim 70% and climb trees 30% (many are too large and heavy).

Attacks per Melee: Three.

Damage: Claws do 2D6+10 points of damage, bite does 2D4+4 and a bear hug does 2D6+4 damage per melee round.

Bonuses: +2 on initiative, +4 to strike, +3 to parry, +6 to save vs Horror Factor and +4 to save vs poison and disease.

Value: Just like Black Bears, their hides can be made into cave-man-style clothing, blankets, coats and rugs. Grizzly bears are huge and impressive, though, and may be worth quite a bit in trade to taxidermists, even now, in the midst of the Dead Reign.

Habitat: Forest and tundra.

Range: Though they once roamed over much of North America, their range has been limited to Canada and the Pacific Northwest over the last century. Since the Zombie Apocalypse, though, more and more bears are slowly returning to territories within western America and Canada.

Cougars/Mountain Lions

Cougars, also known as mountain lions, are the premier big cat in North America. They are surprisingly large and strong, capable of incredible leaps and dragging heavy deer corpses up into trees to feed. The big cats are incredibly strong and fast, and are basically unchallenged now that humans have driven wolves and grizzly bears from most of North America. They hunt all manner of prey, and were known for attacking hikers and cyclists out on rural trails, as well as domesticated dogs, cattle, and children.

Mountain lions are generally solitary hunters and occupy a defined territory of up to 15 square miles (39 sq km) which they think of as theirs. Although a male's home territory may overlap with that of one or more females, other males are excluded. Mountain lions are most active in early morning and evening. Their main prey are deer, but they also feed on rodents, hares, mountain goats, domestic sheep and cattle and the occasional zombie. Having stalked its prey, the mountain lion pounces and kills with a bite to the nape of the neck. Males and females pair for the season and a litter of 2-4 kittens are born in the summer.

Attribute Note: I.Q. 1D6+5 (on par with a dog; highly intelligent animal predator), P.S. 1D6+18, P.P. 1D6+12, Spd 22 (15 mph/24 km), but maximum speed is 44 (30 mph/48 km) in short bursts which can be maintained for 2D4 minutes.

Size: Body: 3½ to 5½ feet (1-1.6 m). Tail: 24-34 inches (0.6-0.9 m).

Weight: 150-300 lbs (67.5-135 kg).

Hit Points: 4D6+10. **S.D.C.:** 2D6+20. **A.R.:** Not applicable.

P.P.E.: 2D6

Horror Factor: 12 (+2 when the animal is angry or attacking; fights to the death to defend its young and when wounded or cornered).

Average Life Span: 12-20 years.

Natural Abilities: Nightvision 200 feet (61 m), Climbing 89%, Land Navigation 87%, Prowl 85%, swim 44% and can leap up to 20 feet (6 m) high and 40 feet (12.2 m) long from a standing position.

Attacks per Melee: Three.

Damage: Claws do 2D6 points of damage and bite does 2D4 damage.

Bonuses: +3 on initiative, +6 to strike, +4 to parry, +3 to dodge and +4 to save vs Horror Factor.

Value: Mountain lions have fine hides but their meat is tough and stringy.

Habitat: Swamps, grasslands, forests and mountainsides.

Range: Mountain lions are found in the mountains and woodlands across North America from Canada to Mexico and from coast to coast. Before the Wave, their primary range included the American West from the Dakotas to Texas and all of Canada to Alaska.

Wild Boar

Before the Zombie Apocalypse, there was the Pig Bomb. Eurasian wild boars brought over from Russia were introduced into North America as game for hunters. After several centuries, however, the boars had multiplied their numbers and increased their range, and millions of them are found all over the American South.

Far from the pink, domesticated pigs that we are all familiar with, wild boars are camouflage-brown forest monsters with thick, bristly fur and menacing tusks. They scavenge and eat anything they can, and have digestive systems that can handle a variety of rough forage. Wild boars are built like walking tanks; heavy, powerful and able to root through soil and snow with their noses and smell out roots, tubers and truffles.

The bulk of a wild boar also belies its speed. They can run at up to 35 mph (56 km) in short bursts, so outrunning a wild boar is not a good option for a human. Climbing on top of almost anything will leave the animal helplessly out of reach, and they are frightened of cars, loud noises and bright lights. *Hound Masters* are uniquely well-equipped to handle wild boars, as trained dog packs were often used to track, hunt and take down wild boars before the zombies came.

Wild boars live in groups of 4-20, with the males separate from the females. They forage over a large area for food and are active at night and in the morning. They feed on plant bulbs and tubers, as well as insect larvae. They are aggressive if alarmed. Breeding generally occurs in winter, with litters of 2D4+2 born in the spring or early summer after a 16 week gestation period.

Attribute Note: I.Q. 1D4+3 (on par with a dog), P.S. 1D6+12, P.P. 1D6+9, Spd 22 (15 mph/24 km), but can run at a speed of 50 (35 mph/56 km) for bursts lasting 4D6 minutes.

Size: Body: 3½ to 4½ feet (1.1-1.4 m); tail: 8 inches (0.18 m).

Weight: 200-400 lbs (90-180 kg), though some wild boars can weigh up to 600 lbs (270 kg).

Hit Points: 6D6+4. **S.D.C.:** 3D6+10. **A.R.:** Not applicable.

P.P.E.: 4D6

Horror Factor: 10 (+2 when the animal is angry or attacking; fights to the death to defend its young and when wounded or cornered).

Average Life Span: 6-10 years.

Natural Abilities: Nightvision 40 feet (12 m), Prowl 50%, Land Navigation 55%, track by smell 50% (+15% to find tubers), and Swim 50%.

Attacks per Melee: Two.

Damage: Tusks do 2D6 points of damage, head butt 1D6 damage, and trample 2D6 damage (but trample counts as two attacks).

Bonuses: +3 on initiative, +3 to strike and +2 to dodge.

Value: Wild boar hide is tough, but its meat is delicious, free-range ham. Quite a bit of it comes off of one boar, as well.

Habitat: Forest, woodland.

Range: California, Florida, Texas and the American South.

Note: Large wild pigs that were once farm animals can be nearly as vicious and nasty. Damage is 1D6 from bites, head butts and body blocks, and 2D6 damage from trample attacks (but trample counts as two attacks).

Wolves

Wolf packs have been returning to their old ways, this time stalking deer over abandoned parking lots and through overgrown suburban streets. Most wolves have remained within the wilderness, afraid to venture deep into the city. The signs of human habitation and the zombies themselves keep suspicious wolves out. For those in the country, pack-attacks on cows and livestock are common. When a wolf pack rips apart a zombie, however, humans have cause to cheer.

This intelligent animal usually associates in family groups known as packs ranging in number from 6-36 members, although members often split from the group in pairs and small groups (1D6+1) to explore and hunt small animals such as rabbits, squirrels, racoons, etc. When the pack hunts together, they cooperate and work as a team to run down large prey such as deer, elk, moose, oxen, cattle and wild horses. Social standing is determined and maintained by ritualized gestures and postures. Despite stories of wolf packs attacking humans, this is a rarity. Wolves attack people only when they are starving or the person is seriously injured or ill. However, a wolf pack may try to steal the carcass of an animal or other unprotected food from a camp, farm or even the back of a mule.

Wolves mate for life. The female gives birth to a litter of 3-8 pups after a gestation period of 8 weeks. Wolves can be partially domesticated, but remain dangerous because their jaws are twice as powerful as those of domestic canines and they tend to be large and aggressive animals.

Attribute Note: I.Q. 1D6+5 (on par with a dog; high intelligence), P.S. 1D6+14, P.P. 1D6+10, Spd 50 (35 mph/56 km), but maximum speed is 55 (37.5 mph/60 km) in short bursts which can be maintained for 2D4 minutes.

Size: Body: 3-4½ feet (0.9 to 1.4 m), plus tail: 12-19 inches (0.3 to 0.48 m).

Weight: 50-100 lbs (23-45 kg).

Hit Points: 4D6+6. **S.D.C.:** 2D6+20. **A.R.:** Not applicable.

P.P.E.: 3D6

Average Life Span: 14-20 years.

Natural Abilities: Land Navigation 85%, Nightvision 30 feet (9 m), Prowl 50% (+20% for a lone wolf or pair), swim 65%, track by smell 88%, can smell prey one mile (1.6 km) away, can leap 3-4 feet (0.9-1.2 m) high and 8 feet (2.4 m) long, and like most canines, can perform a leaping pounce.

Attacks per Melee: Three.

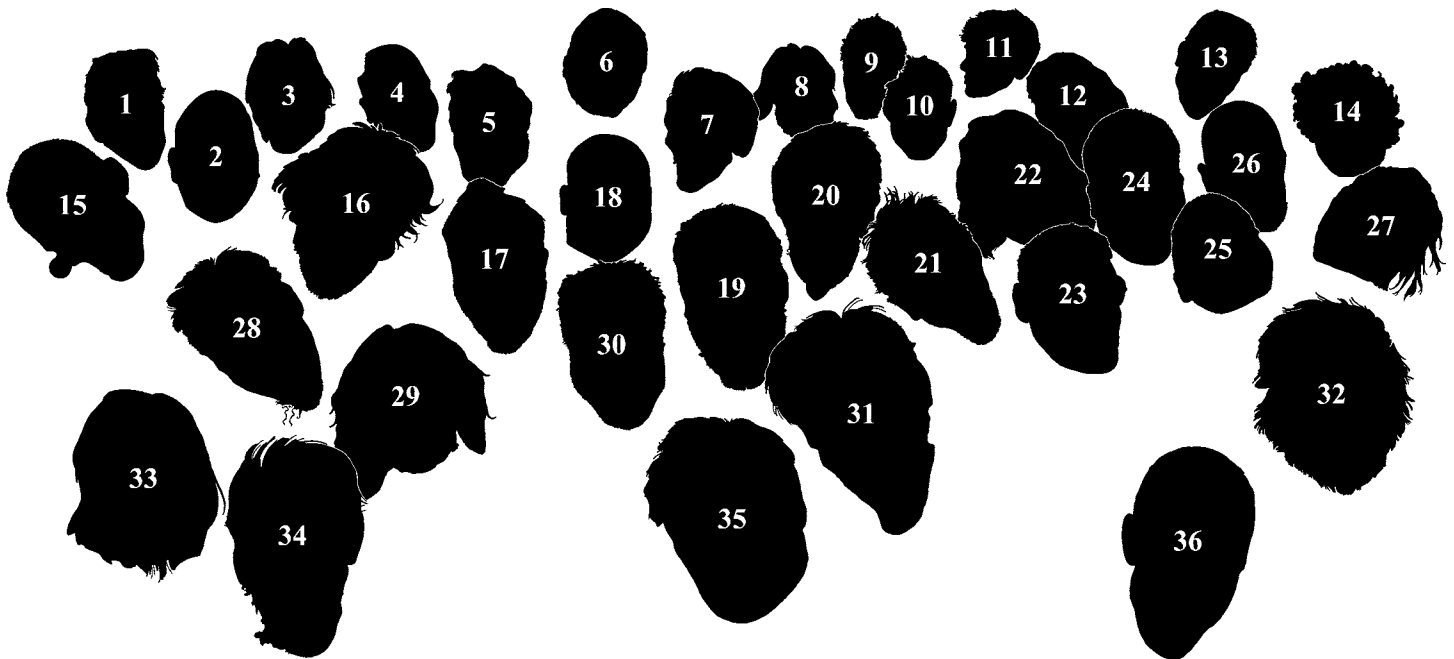
Damage: Bite does 2D6+3 damage, claws 1D4 damage.

Bonuses: +3 on initiative, +5 to strike, +4 to dodge and +5 to save vs Horror Factor.

Value: Fine pelts can make interesting trade items, and can be turned into cold weather coats, gloves, boots, hats, blankets and rugs.

Habitat: Tundra, steppe, open woodland and forest.

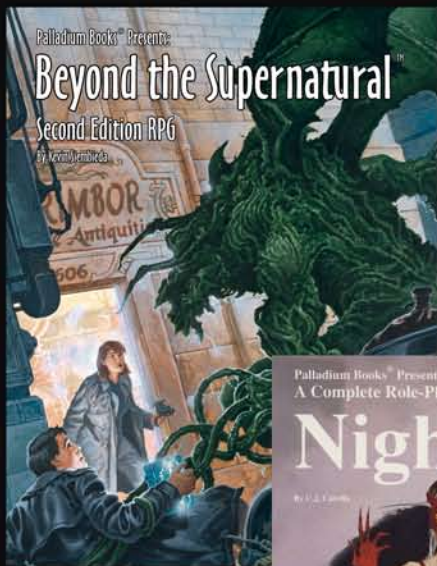
Range: Wolves have a range that once extended over all of North America, but prior to the Wave were limited to Canada, Yellowstone National Park, and the northern United States from Washington to Maryland, as well as the American Southwest and Mexico. With human civilization all but gone, wolf packs are venturing back across the country.



Zombie Key

If the zombies on pages 90-91 look familiar, that's because they're all Palladium staff and freelancers! Here's a handy reference to tell who's who.

- | | | | |
|--------------------|--------------------|----------------------|-----------------------|
| 1. Brian Manning | 10. Jeff Hansen | 19. Greg Diaczyk | 28. Braden Campbell |
| 2. Carl Gleba | 11. Apollo Okamura | 20. Scott Johnson | 29. Kathleen Simmons |
| 3. Allen Manning | 12. Matthew Orr | 21. John Philpott | 30. Ramon Perez |
| 4. Irvin Jackson | 13. John Zeleznik | 22. Shawn Merrow | 31. Wayne Smith |
| 5. Josh Sinsapaugh | 14. Steven Dawes | 23. Nick Bradshaw | 32. Julius Rosenstein |
| 6. Carmen Bellaire | 15. Jason Richards | 24. Mark Hall | 33. Amy L. Ashbaugh |
| 7. Kevin Long | 16. Mike Mumah | 25. Charles Walton | 34. Alex Marciniszyn |
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| 9. Jeff Ruiz | 18. Mark Dudley | 27. Freddie Williams | 36. Matthew Clements |



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