DEAD WALK AGAIN

Zombie Skirmish Action Shooter

Version 2.05, 2007

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1. INTRODUCTION´

Welcome to the world of the living dead, a fictional future where the human kind is on the verge of extinction. In this dark future humans live in small groups, trying to survive. They have to find food and supplies and fight hordes of living dead at the same time. It is not an easy way of living so players should not expect their characters to survive for very long.

Since it's such a "hard" game it should be played with a morbid sense of humour where the survival of a few characters comes as a huge surprise and where the common norm is that characters go down in a big bang, usually in a gruelling fashion.

Dead walk Again is a simple skirmish action miniatures game where a few characters are placed against hordes of zombies. The game can be played in any way you like, from a stealth game where characters try to sneak around, to mega large shootouts between soldiers and hordes of zombies. It's only your imagination that sets the boundary and if the rules don't fit your vision, change them! This is what Eric did and the result is what you have before you. The new rules are almost the same as Planned Movement Productions first set of Dead walk Again rules. But there is a little bit more weapons and firing and such is changed somewhat. We would like to thank Eric for the time he put into these rules and we hope you enjoy them as much as we do.

Happy zombie hunting!

2. PLAYING THE GAME

A game between such unequal forces like humans and zombies is hard to balance any day of the week. Dead walk Again is hard to get right and it needs some practice before you get the right formula for your type of game. The main problem is how to control the zombies, either through rules or a game master. Having a player playing the zombies is quite hard since zombies, in their "normal" state are not that responsive to tactical and strategic actions. And if you make the zombies smarter, giving them the possibility to be more intelligent, take cover, and even use weapons, you don't get zombies anymore, not according to the classic view of "common zombies". Still up to you!

3. PLANNED MOVEMENT PRODUCTION

PM-Prodution is a small group (two or maybe/sometimes three people) of hard-core gamers in Sweden, more or less in the Gothenburg area, who love to play any type of games. We play a variety of games from around the world, both commercial and free ones. But for the most part we play our own games, more often when we have to playtest, but also just for the fun of it.

Over the years we have made a couple of games, some that have never been shown to anyone, some that we have shown on conventions in Sweden and two (to date) that you can take a look at. These two are "Dead walk Again" and "Beneath the Waves" that you can find in our download section at our website:

www.pm-production.nu

And as always we have a ton of new ideas and games that we would like to show. But as usual there is only that much time to be divided between work, sleep, children, household shores and so on. It is hard to find the time in between the few gaming seasons we have. So we have to wait and see what we can come up with. So check our website to see what we have come up with, and let us know what you think, or if you just want to say hi

info@pm-production.nu

4. Eric Laurent-Nauguet

He is not a viking like us! Eric is from the cheese country : France. He contacted us months ago and offered to modify the existing rules. Of course we couldn't meet because of the distance between France and Sweden but we keep in touch to improve the rules and playtest them.

If you have any question regarding the rules you can contact him at this email address :

eric.laurentnauguet@orange.fr

5. Visit our Yahoo group at this address :

http://games.groups.yahoo.com/group/deadwalkagain/

6. INDEX

7. WHAT YOU NEED

7.1. Figures

Any type of figures can be used and with what ever weaponry they have, just make sure that everybody knows what each figure has. All zombie figures should be very clearly marked.

The game is written with 25-28mm miniatures in mind but could be equally well played with 15mm or 40mm figures, you just need to change the distance for movement and weapons ranges if you wish.

You can buy some good 25-28mm zombies from the following manufacturers:

www.copplestonecastings.co.uk

www.zombiesmith.com

www.cold-war.co.uk

15mm zombies from:

www.rebelminis.com

40mm zombies from:

www.monolithdesigns.co.uk

www.hlbs.co.uk

These are only examples but you can visit this website for more ideas about available modern zombies miniatures :

http://fgminis.blogspot.com/2006/10/modern-day-zombies.html

7.2. Measurement

All measurements are done in centimeters (cm) but could be changed to inches if you like. For an easy conversion 1 inch equals 2.5cm.

7.3. Dice

6 and 20 sided die and a scatter die of some sort.

8. GAME TURN

The game is played as a series of turns until someone wins according to some predetermined conditions. Each turn is made up of three phases, each phase is completed before the next one begins.

1. Fear test, zombiefication test and wound test

2. Humans move and fire

3. Zombies action

8.1. Fear test, zombiefication test and wound test

All humans take none, some or all of the tests depending on their situation before they take their actions in the following phase. All effects of the tests are carried out immediately.

8.2. Human move and fire

All humans take actions according to the Action Points system, see below. Each human must end its phase before another is begun.

8.3. Zombie action

Zombies take there actions in the same way as humans.

9. ACTION POINTS (AP)

This game uses an action points (AP) system to regulate movement and attacks for both humans and zombies. On each turn, all figures in play receive a number of AP's. These points can't be saved or transferred between turns. They may or may not be used within that turn. Points not used are lost. An action can't be started in one turn and finished in the next turn. All actions must be completed within a turn. All humans receive 4 AP's per turn and zombies receive 2 AP's per turn.

Here is a list of actions and their AP costs. The list is fairly definitive but not complete so feel free to invent new actions and costs, and change anything that you don't think is right. But ensure each new action and cost is agreed before the game begins.

9.1. Actions

Movement		
	Movement 5cm	1AP
	Move over obstacles	+1AP
	Climb 5cm	2AP
	Jump 5 cm	3AP*
	Take cover/laying down	1AP
	Stand up from prone	2AP
	Fancy move (optional)	+1AP

Manipulate		
	Open door/hatch	2AP
	Pick up/give object	2AP
	Switch weapons	2AP
	Heal	4AP
	Search a room/a vehicle	4AP
	Hotwire a car	4AP

Weapons		
	Fire weapon	*See each weapon for firing cost*
	Fire machinegun	4AP
	Aim (accumulative +1)	+2AP
	Reload	2AP
	Reload machinegun	4AP
	Brace machinegun	4AP
	Clear jam	3AP

Other attacks		
	Close combat attack	2AP
	Prime Grenade	1AP
	Throw Grenade/Molotov cocktail	2AP

* jumping more than 5 cm (from one building to another for instance): it takes 4 AP to jump from 6 cm up to 10 cm (maximum). Roll 1D6: on a score of 1 or 2 you fall on the ground taking 1 point of damage for each 5 cm distance you fall.

10. MOVEMENT

All movement is measured in centimetres and 5cm of movement costs 1AP. Any number of turns and/or direction changes can be made by a miniature in the same turn. Direction changes do not count as movement and are free. For moving over obstacles the cost is added to the distance cost. During any part of the movement weapons can be fired in any direction. The only restriction is that a figure must have enough AP's to complete a movement or action.

11. RANGE COMBAT

11.1. Weapons

Weapons are divided into different types, e.g. rifle, pistol, shotgun,...

11.1.1. Ammunition

Each weapon uses specific ammunitions. They are divided into different categories for game purposes:

Bullets :	Pistol, Revolver, Sub machine gun, Rifle, Carbine, Sniper rifle, Assault rifle.
Shells :	Pump shotgun, double barrel shotgun.
Belt:	Machine gun.
Grenades:	Grenade, Grenade launcher.
Arrows:	Bow, Crossbow.
Hand thrown weapons:	Such as knife, axe, etc...

All characters start with 1D3 clips for each weapon they carry.

They can carry up to two weapons. These weapons must be chosen in different categories.

The characters can carry one more pistol or revolver or one handed melee weapon (such as a hammer , one handed axe, a knife,...).

11.1.2. Weapon table

The following weapons are available to humans and if you'd like, zombies:

	Mag	Rof	Cost	R	CQM	Fall	Elim
Pistol	12	1	1	20	3+	4-5	6
Revolver	6	1	1	20	3+	4-5	6
Pump Shotgun	6	1	2	template	5+	*special ***	
Double barrel Shotgun	2	2**	1	template	5+	*special ***	
Sawn off Shotgun	2	2**	1	template	4+	*special ***	
Rifle/Carbine	10	1	1	90	6+	4	5-6
Sniper rifle	5	1	4	150	6+	-	3-6
Assault rifle	6	5*	2	90	6+	3-4	5-6
Sub machinegun	4	5*	2	60	4+	4	5-6
Machine gun	20	10***	4	90	-	*special*	
Grenade launcher	1	1	4	30	-	*special*	
Bow	1	1	2	50	-	5	6
Crossbow	1	1	3	50	-	4	5-6
Hand thrown	-	1	2	10	-	5	6

* Can fire Automatic and/or Sustained Automatic Fire (See 11.2.6 below).

** See 11.2.7.1 below.

*** See 11.2.7.2 below.

Each weapon has the following characteristics:

Mag	Magazine, the number of bursts a weapon can fire without being reloaded
RoF	Rate of Fire, the number of rounds in a burst that is fired when pulling the trigger.
Cost	Number of AP to pull the trigger once to fire a burst according to the RoF.
R	Range in centimetres. The maximum range a weapon can be effectively used.
CQM	Close Quarter Manoeuvre (See 12.212.2 below)
Fall	The result needed on a die to make the target fall
Elim	Eliminate, or put the target out of action.

11.1.3.   Rate of Fire [RoF]

The number of rounds fired in each burst by the weapon. For each round fired a D6 is rolled to check the effect on the target.

11.2.   Shooting

Normal procedure when firing weapons are done according to the following steps:

1. Select target/targets (if firing (Sustained) Automatic Fire)

2. Decide the number of bursts to be fired at the target/targets

3. For each burst fired roll as many dice as indicated by the weapons RoF

4. For each burst fired reduce the weapons magazine by one

5. Check result and mark targets as fallen or remove if eliminated

A target can be fired upon any number of times in a turn but only multiple numbers of times by one firer if the player states that before rolling the die.

11.2.1.   Range

The maximum range a weapon can effectively be used. Modify the ToHit roll with the following range modifiers:

Point Blank Range	Range equal or less than 10cm from target	+1
Long Range	Range 20cm or more from target	-1

The range modifier doesn't apply to weapons using template. The worst condition applies for all targets when firing automatic and sustained automatic fire.

11.2.2.   Aiming

At an additional cost of +2AP aiming can be done, this adds +1 to the "to hit" die roll.

The aiming modifier is applied to all bursts fired in the same turn against the same target, except with weapons firing Automatic and Sustained Automatic fire, then only one die is modified for aiming (roll this die before the others, or use a different colored die).

Aiming modifier is not carried over between turns.

Weapons using templates don't benefit from aiming.

11.2.3.   Cover

Targets that is covered more then half but still visible, either in it's height or width, has a -1 to hit modifier when firing at them.

11.2.4.   Moving and firing

If the firer used at least 1AP for movement before he/she fires all dice are modified with -1.

11.2.5.   Firing at targets in close combat

If firing against targets in close combat with friendly character the dice are modified with -2 to hit modifier.

If you score a hit (eliminate or fall result), the zombie is hit.

If you fail to score a hit on the zombie, the friendly character is hit.

11.2.6.   Automatic and Sustained Automatic fire

Weapons being able to fire Automatic fire are able to hit more than one target with a single burst. The burst has the potential to hit any number of targets (max number of targets are the weapons RoF) within a 10cm wide corridor of fire. The attacking player declares a target and each figure 5cm besides it (on the right, left or behind it) will be subject to a hit. The number of hits is randomized among all targets

At an additional cost of 1AP the firer can keep squeezing the trigger and fire another burst in the same direction (it has to be at the same targets, so the option to fire in Sustained mode must be declared before any dice are rolled). Automatic weapons can't fire single shots.

11.2.7.   Special weapons

11.2.7.1.   Shotguns

All shotguns use templates to check the number of targets hit by a burst. All targets at least half covered by the template and not behind cover (a building, tree, another target and so on) by more the half is diced for.

The distance from the firer decides the effect on the target from the die roll, roll one die for each viable target.

When firing with a shotgun the firer is allowed to see the effect of the burst before making a decision to fire another.

A Double Barrel or Sawn Off shotgun can fire two bursts(shells) at the same targets for a cost of 1AP or two bursts at different targets for a cost of 2AP (1AP for each target).

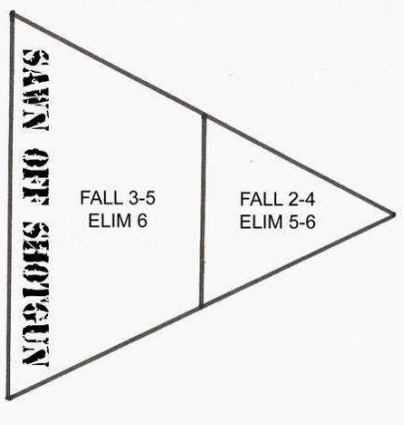AP can't be spent on aiming in order to improve the effect.

11.2.7.1.1.   Pump Shotguns and Double Barrel Shotguns

Template: Cone, 15 cm long, 5cm wide at the end, 5cm intervals.
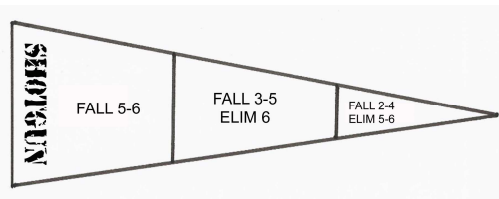
11.2.7.1.2.   Sawn Off Shotguns

Template: Cone, 10 cm long, 10 cm wide at the end, 5 cm intervals.

11.2.7.2.   Machinegun

Place template on targets, the front edge of the template must be in ´line of sight´, not covered by other targets and so on.

Each target at least half covered by the template and not behind solid cover by more the half can be hit by the burst. Targets don't cover each other as with a Shotgun. When firing the player rolls 10 dice and divide the hits among the targets. On a score of 4 a target falls and on 5 and 6 a target is eliminated. If the machine gunner brace the weapon he can fire twice in a single turn for the same cost, each burst is resolved before the next one, the template can be moved up to 20cm between bursts.

Template diameter 10cm

11.2.8. Grenades

A grenade can be thrown up to 15cm or fired with a grenade launcher up to 30cm, both "types" are resolved the same way.

The target point must be in LoS, roll one die, on a score of 6 the grenades hit the target, on 3-5 the grenade deviate 2xD6cm in a random direction, and on 1 or 2 the grenade deviate 3xD6cm in a random direction. Place the blast template (circle with 5cm radii) where the grenade lands. For each target covered by more then half roll a die using the grenade type in the table below:

	Stun	Fall	Elim
Concussion/Fragmentation grenade*	-	2-4	5-6
Molotov cocktail/Incendiary grenade	-	-	5-6**
Flash-bang grenade***	3-4	5-6	-

If used in a confined space add +1 on the die roll.

*** Add +2 on the die for each consecutive turn the target is on fire. If target is in base contact with another target, the fire will spread on 4-6, roll once for each target and turn. Humans receive one automatic hit (wound) each turn he/she is on fire.*

**** When used in the open add -1 on the die roll and use the normal blast template. If used in a normal sized room it will affect every one in the room.*

Template diameter 8 cm

11.2.9. Flamethrower

Uses a template, all targets covered or touched by the template catch fire. For each target on fire roll once per turn according to the table below. If the die falls in the specified range the target is Eliminated.

First turn	Second turn	Third turn
5-6	3-6	1-6

Roll the effect on each target immediately when they are first hit, on a roll of 1, re-roll the die, on 1 or 2 the Flamethrower runs out of fuel. If a person is hit wearing a Flamethrower, roll a D6, on a score of 1 or 2 the Flamethrower explodes, the wearer catches fire and the surrounding are is affected like a Incendiary grenade explosion.

Fire will spread between targets in base-to-base contact on 4-6, roll once for each target and turn.

Any human on fire will automatically receive one hit(wound) each turn.
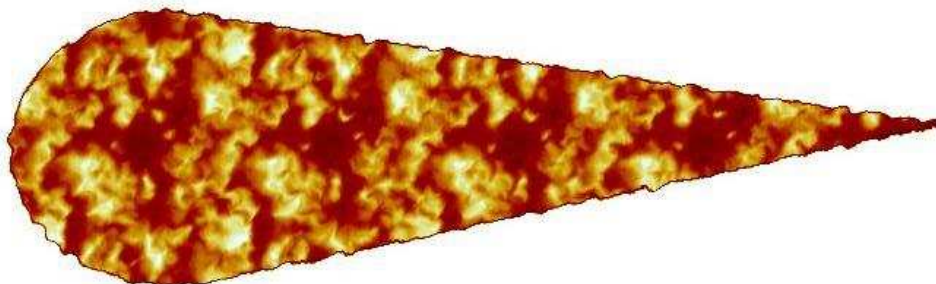
11.3. Weapon jam *(optional)*

For all weapons (except revolver which never jams, but also flamethrower and machinegun is treated differently) re-roll any die coming up 1, on an additional score of 1-2 the weapon jams. A grenade will explode in the thrower's hand on an additional score of 1. The grenade launcher jams on an additional roll of 1-3, 2-3 it's a dud and on 1 it explodes before it's launched. The machinegun jams when three or more dice come up 1.

12. CLOSE COMBAT

Close combat occurs when two or more models are in base-to-base contact with each other. When in close combat a human can either attack or try to break from combat, no other actions are allowed. Humans can attack in different ways using a bludgeoning weapon, a edged weapon or even rifle-butt to strike the target, or fire their weapon in close combat.

12.1. Weapons

Bludgeoning weapons: these are any blunt weapons such as a baseball bat, rifle but, hockey stick, golf club, crowbar, hammer...

Edged weapons are sharp weapons such as a sword, kitchen knife, machete, samurai blade, axe, scythe...

12.2. Firing in close combat

Firing in close combat is done as normal fire except the die is rolled against the weapons CQM (Close Quarter Manoeuvre) value. If a score is rolled the target is eliminated.

12.3. Out of ammo in close combat

Without ammunition (can't reload in close combat) the only option is to flee or strike the opponent. To attack in close combat cost 2AP, roll a die for each attack, the score needed depends on the type of weapon, see table below:

	Fall	Elim	Note
Bludgeoning weapons	5-6	-	Roll 1D6. If striking fallen target it's Eliminated unless you score 1
Edged weapon	4-5	6	Roll 1D6. If striking fallen target it's Eliminated unless you score 1
Chainsaw	-	3-6	On a score of **6** another target in close combat can be attacked at no extra cost. On a score of **1** re-roll using the following table:

1	The chainsaw user hurts himself (1 hit)
2-4	Chainsaw stalls (restart 3AP)
5-6	Runs out of gas

Modifier: If attacking an opponent in the back add +1 on the die score.

A human can never attack a zombie in close combat with bare hand (ie without a weapon or improvised weapon) as zombies are far stronger than humans. The only exception is the martial arts skill.

12.4. Breaking close combat

Must be declared at the start of turn, have a free path away from opponents in base to base contact and roll a die over the amount of opponents in base to base contact. The break attempt costs 1AP. If the die roll fails nothing more can be done in the same turn.

12.5. Wounds

Normal rule : Wounds are accumulative. Each turn one or more wounds are received roll a die, if equal to or higher than the accumulative number of wounds nothing happens. If the die is lower the human is eliminated.

12.6. Shooting at fallen targets

If you shoot at a fallen target in base to base contact, the target is automatically eliminated. If shooting at a fallen target within 20cm add +1 on the die score, don't apply to template weapons.

12.7. Zombiefication *(optional)*

For each turn roll a die for each eliminated human, if the score is below the number of wounds plus the number of turns since eliminated the human turns into a zombie.

If you have zombie figures with weapons then use them. A zombie soldier fires one burst at the end of its turn at the closest figure, zombie or human. Roll a die. On a score of 6 the zombie hits causing a Fall result on the target. If the target is a zombie, it falls over as normal. A human receives a wound and falls over.

13. FEAR

At the beginning of each turn, all humans that have one or more zombies within 10cm must make a FEAR test. Roll 2D6 under or equal to 10 (called the Base Moral Value) modified by the following:

+1	for each team member within 10cm
-1	for each zombie within 10cm
-1	for each wound

If the test fails (die score is less then the modified value) all action costs are doubled for the duration of the turn.

13.1. Base Moral Value

This value will be permanently changed during a game by the following events:

-2	for each killed team member
-1	(additional) for each team member zombiefied (optional)
-2	if a non player character is killed (ie not a team member)

At the end of the game, the character regains 1 point of morale for every 5 zombies killed by him. Zombies killed in close combat counts as two kills to give more XP.

13.2. Survival of the fittest

When a group loses all its members except one, the Base Morale Value for this human is restored to 10. All further FEAR tests are taken as normal with normal modifiers but not the permanent reductions.

14. Example of play

14.1. Game Turn, Action Points and Movement [7, 8, 9]

Sgt. Lawless and Private Dawson are moving down a street in a nameless city searching for supplies. They have encountered three "stinkers". Two of the "stinkers" have surprised them and are now within 10cm from at least Dawson. They have to start their turn making a Fear test.

> **FEAR**
> The basic moral value is 10 but there original squad was made up of four so there current moral value is 6 (10 - 2 (killed team member) - 2). Both Lawless and Dawson are within 10 cm from each other and Lawless has one zombie within 10cm while Dawson has two. Lawless makes his FEAR test against 6 (6 -1 (the zombie) +1(for Lawless)), he roles 5 on 2D6 and makes the test. Dawson on the other hand rolls an 8 and fails, all actions cost are doubled for him this turn.

They don't need to do any **Zombiefication** or **Wound** tests since they haven't received any wound.

Now they have to act. They receive 4AP each and Dawson begins and ends the action phase before Lawless gets to act.

Dawson want to get away from the zombies : he moves away, being a coward. He spends 2AP to move just 5cm, all actions costs are doubled for him this turn. He will use his last 2AP to fire at the closest zombie.

14.2. Range Combat [10]

Dawson is equipped with a Pistol but with the double AP cost for the turn (see above) he needs 2AP to pull the trigger once as opposed too the normal 1AP. To hit the closest zombie, around 15cm away, he normally would have needed to roll 4 or 5 to make it Fall down, or 6 to get a head shot and remove it from the game. But since he moved with at least 1AP he get's a -1 modifier on the die, so he needs at least a 5 and can't score an Elimination result. The Pistol has a Rof of 1 (rate of fire) so he rolls one die. He rolls a 4 and misses, damm!

Let's say that Dawson was a little bit cooler and stayed within 10cm firing before moving. First he wouldn't have the negative modifier and instead have a +1 modifier for Point Blank Range (10cm or less). So he would make the zombie fall on 3 or 4 and make it Fall on 5 or 6. Much better odds!

Seeing that Dawson missed the zombie, Lawless whips up his Sub machinegun and rips away! He sets his sight at one of the zombies and opts for automatic fire. By doing this he can hit multiple targets up to 5cm away to left, right and behind his first target. A second zombie is within 5cm of the first one, the one Dawson missed. The Sub machinegun has a Rof of 5 so he gets to roll 5 dice. One zombie is within 10cm but the other is just outside so <u>no</u> modifier for Point Blank range. Any die scoring a 4 will make a zombie Fall and 5 or 6 will Eliminate a zombie, all hits are randomly divided between all targets. Lawless rolls 1, 3, 3, 4 and a 6, terrible. And when dicing for damage, both hits are on the same zombie which is Eliminated. That was Lawless first 2AP (the cost to squeeze the trigger once with a Sub Machinegun) he still has 2AP left.

Since Lawless didn't declare Sustained Automatic fire he can't fire again at the zombie he missed which is a miss. He decides to move out of movement range from the remaining zombies. He moves 10cm with his two remaining AP.

14.3. Close Combat [11]

After the humans turn it's the zombies chance to get into the action. There are two zombies that receive 2AP each. The closest zombie is within 10cm from Dawson, it moves directly into base-to-base contact. The other zombie is 14cm from Dawson but he is still the closest human, the zombie moves within 5cm from Dawson. Since the Lurch rule (see 15.1.4) is used a die is rolled to see if the zombie reaches Dawson. A 5 is rolled and the zombie lurches into base-to-base contact.

All zombies are moved, now they will attack. Poor Dawson has two zombies attacking him. Zombies have one free attack per turn, so even if the two zombies moved they can attack. Normally a zombie makes a successful attack on 6+. But there are two zombies so both zombies hit on 5+. To make matters worse, one of the zombies carries a knife, that zombie attack is successful on 4+. Beginning with the lower odds hitter a 6 is rolled and then a 4 is rolled, two hits on poor Dawson.

14.4. Wounds and Zombification [11.5, 11.7]

Dawson receives two wounds, his first two. At the beginning of the next turn he needs to make a Wound test, rolling a die equal or higher then the total number of wounds to be alright. Dawson at the end of a row of bad throws rolls a 1 and dies from his wounds never standing a chance to survive the zombie infestation.

But fate has something in store for poor Dawson. After 3 turns and a couple of missed Zombiefication rolls Dawson once again stands up and slowly walks towards Lawless still fighting of zombies. The zombiefication roll that "wakes" up Dawson again was taken against 5 (2 wounds + 3 turns). The roll was less so Dawson turned into a zombie.

15. ZOMBIES

15.1. Basic zombie rules

These are the basic rules for all zombies in the game.

15.1.1. Number of zombies

The total number of zombies should not be more than five times the number of humans. But this could of course be altered depending on the type of game you want to play, the type and number of weapons used by the humans, the amount of ammunition available.

15.1.2. Action points

Each zombie has 2AP per turn that they can use for movement.

15.1.3. Movement

A zombie will move up to 10cm each turn unless if in close combat.

All zombies are moved towards the closest human they can see, smell or hear. Zombies can smell humans at a distance of 20cm or see them at a distance of 40 cm. Zombies can hear when someone is firing a gun or using a grenade at any distance and will move towards the source of the sound.

Optional rule: Zombies can call other zombies (moan) if they see, smell or hear a human. The other zombies will come as if they had seen the human. Zombies can call others at a distance of 40 cm.

15.1.3.1. Zombies enter the game

Zombies can enter the game in the following ways:

A. Place the zombies on the tabletop at random at the beginning of the game.

B. In the beginning of each turn roll two dice, on a score of 6 on either or both dice one or two zombies enter play at a randomly selected table edge.

C. When ever a human enters a room that is unexplored roll a die, on a score of 5 or 6 , 1D6 zombies are in the room.

D. Each time a human fires a weapon, one zombie appears at an obstacle in a random direction at least 20cm from the firer.

E. Each time a human uses a grenade, a chainsaw or sustained fire, 1D6+1 zombies appear as in point D above.

15.1.3.2. Order of movement

Zombies will move in according to the following rules:

I. Zombies will always move towards a human they can smell.

II. Zombies will always move towards humans they can see unless they smell one.

III. Zombies will always move towards a source of a sound unless they can see a human or smell one.

15.1.3.3. Doors and windows

Zombies can smash down doors and windows. At least two zombies must make the attack, spending all there AP's for a number of turns. If two or three zombies "work together" they need at least two turns. Four or more zombies need at least one turn. After the minimal number of turns required roll one die for each zombie attacking, any die scoring a 6 is a success and the zombies break the window/door/barricade. For each additional turn of attacks add a die to the total.

Example: Some survivors are hiding in a countryside house: Suddenly the house is swarmed by a horde of zombies, they attack the boarded up windows and the barricaded door. Two zombies go for a window, spending two full turns banging away. At the end of the second turn they get to roll two dice. If they fail they spend another turn banging away and get to roll three dice. If a third zombie would have joined them for the third turn they would have got four dice. Four zombies go for the door and they get to roll 4 dice after the first turn.

15.1.3.4. Nowhere to go

When zombies can't be moved towards any humans according to the rules above they will move in a straight line (randomly selected) until they "discover" any humans or they move of a table edge.

If the zombie can't reach a human for some reason it will move around the obstacle blocking its movement. If the zombie can't move into close combat because there are already too many zombies, it will move towards the next closest human.

Use common sense for any awkward situations.

15.1.4. Lurch *(optional)*

When a zombie ends it's move within 5cm of a human roll a die, on a score of 5 or 6 the zombie moves immediately into close combat and makes a close combat attack.

15.1.5. Close combat

Zombies have one free close combat attack per turn. They can move their full distance and attack once in a turn or attack twice if already in base-to-base contact at the beginning of a turn. For each attack, roll a D6. If the result is 6+ the target receives a wound. Add +1 if the zombie has a weapon (e.g. knife, club, stick) and if more than one zombie attacks at the same time, add +1 for each additional zombie attacking.

15.1.6.   Fallen zombies

Zombies are killed or pushed back by weapons. Of course when a zombie is killed it is removed from the game. On a "fall" result, place the zombie on its back. In the zombies turn, the zombie will stand up, using 2AP. If the zombie is not in base to base contact with a human he can't do anything else, but if he is in base to base contact he gets his normal free attack.

Fallen zombies can't lurch in this round.

16. ADVANCED RULES

These advanced rules are optional but may be useful if you want to play a campaign.

16.1. Human characters and archetypes

Characters will add a new dimension to the game. Instead of being just a bunch of magazines and ammo clips the players will have characters with background history, skills and problems, not just the zombies! We suggest to use characters within a campaign or at least over a series of scenarios. Characters can be used in a standalone game but they will come to their right in a campaign.

Characters can be pre-made or generated depending on the time you have and the effort you like to put in.

A character is made up of the following: Archetype, Experience points, Level, Fear, Skills & Quirks, Psychosis, Weapons, Wounds and Trauma points. Each of these will be explained in more detail below.

During play characters will earn XP (Experience points) for killing zombies, completing scenario goals and/or just surviving scenarios. XP are then used to advance in level. Each level increase makes the character better through new skills. Skills are then used during play to give characters better chances to survive.

16.1.1. Archetypes

Archetypes form the background history of a character, the "occupation" the character had before the zombies spread around the world (or have if the scenarios is set at the outbreak of the infection).

There are three main archetypes: Military, Law Enforcement, and Civilian. For more distinction within each archetype there are subtypes. The main usage of archetypes is in the FEAR tests, skill and weapon restrictions and weapon modifiers. The subtypes are more for flavour.

There are too many subtypes to be listed here but the following table shows some possibilities then it's up to you to make up more:

Military	USMC, National guard, Navy Seal, …
Law Enforcement	Policemen, FBI agent, SWAT team, DEA agent, …
Civilian	Family father, Criminal, Gang member, Priest, …

16.1.2. General modifiers for archetypes

Military	-1 on the die result for all FEAR tests
Law Enforcement	Use normal FEAR rules and no modifiers for weapons
Civilian	-1 modifier when using military style weapons (assault rifles, submachine guns, machineguns, grenades, flamethrowers) +1 on the die result for all FEAR tests

16.1.3. Archetypes skill and weapon restrictions

There could be many different skill and weapon restrictions depending on the archetypes but we think that it could be up to you to make restrictions based on the way you want your game to be like. We will only give a suggestion on how it could be done, please fell free to change them as you see fit.

Military	All Military archetypes can learn any Combat skill at any level except those related to Pump action Shotguns and unconventional weapons like chainsaws
Law Enforcement	Can learn all Combat skills at any level except those related to Machine guns and other Military styled weapons
Civilians	Can only learn Combat skills that can be used with Pistol and Revolvers

More specific restrictions based on subtypes can be used as well.

Military/Grunt	Assault rifles, Grenade launchers and Machine guns, Killer, Gunner, Brace
Military/Sniper	Sniper rifles, Pistol and Revolver, Sniper, Sharpshooter, Eagle Eye
Military/Officer	Pistol and Revolver, Fast reload
Military/Anti-terrorist unit	Sub machineguns, Double tap, Combat Expert, Martial arts expert
And so on …	

16.2. Searching buildings

These are the basic rules to search buildings or vehicles and find weapons, ammunitions, items or survivors.

It costs 4 AP to search a vehicle or a building.

Whenever you search a building or a vehicle, roll one die (it doesn't apply to cars but trucks and buses only):

On a 4-6 result there are 1D6 zombies in the building (1D3 in a vehicle). Place the zombies in the building at the opposite of characters entrance.

You also roll one die to see what is found.

1	Nothing
2	survivor
3-4	item
5-6	weapon

Add +1 to the die roll when you search buildings where you are luckier to find weapons : an armoury, a military base, a police building,...

Subtract 1 to the die roll when you search buildings where you are luckier to find health items : a hospital, a fire station,...

According to the die result, roll on on the appropriate table below:

Roll 2D6

SURVIVORS TABLE

2	1 military forces man
3	1 public forces man
4	1 civilian teenager man
5	1 civilian man
6	1 civilian woman
7	1 civilian man
8	1 civilian woman
9	1 civilian man
10	1 civilian teenager woman
11	1 public forces woman
12	1 military forces woman

Roll on the weapons table to see which weapons the survivor is carrying.

Roll 2D6

ITEMS TABLE

2	Antiseptic: negates zombiefication result (used before zombiefication on a dead character).
3	Fire extinguisher (extinguish fire by rolling 2-6). Used once.
4	Radio (attracts zombies when turned on)
5	Large First aid kit: heals 3 wounds
6	Small First aid kit: heals 1 wound
7	Medium First aid kit: heals 2 wounds
8	Small First aid kit: heals 1 wound
9	Gas can: used either to refuel a vehicle or a chainsaw
10	Car battery
11	Fire extinguisher (extinguish fire by rolling 2-6). Used once.
12	Car keys (you can use them on the nearest car from the building)

Roll 2D20

WEAPONS TABLE

2	Chainsaw
3	1 Machinegun belt (200 rounds)
4	Sniper rifle with 1D6 clips
5	Scythe
6	Arrows 3D6
7	Crossbow with 2D6 arrows
8	Sword
9	Shells 3D6
10	Assault rifle with 1D6 clips
11	Hammer
12	Hockey Stick
13	Carbine with 1D6 clips
14	Baseball bat
15	Arrows 2D6
16	Rifle with 1D6 clips
17	Hand thrown weapon (knife, one handed axe)
18	Bullets 1D6 clips
19	Hockey stick
20	Carbine with 1D6 clips
21	Baseball bat
22	Arrows 2D6
23	Bullets 1D6 clips
24	Double handed axe
25	Double barrel shotgun with 2D6 shells
26	Samourai blade
27	Bow with 2D6 arrows
28	Revolver with 1D6 clips
29	Crowbar
30	Pistol with 1D6 clips with silencer (makes no noise when used)
31	Sub machinegun with 1D6 clips
32	Golf club
33	Sawn off shotgun with 2D6 shells
34	Machette
35	Molotov cocktails 1D6
36	Flash bang grenades 1D6
37	Fragmentation grenades 1D6
38	Grenade launcher with 1D6 grenades
39	Machine gun with one belt (200 rounds)
40	Flamethrower

16.3. Vehicles

These are the basic rules to drive vehicles in the game. Driving vehicles should be an exception in the game. This rule should be used in specific scenarios.

In order to drive a vehicle you can use keys or hotwire it (which takes 4AP to start).

Then roll 1D6 : on a 1-2 result, the battery is out of order. You can try again to start the car or change the battery.Otherwise the car starts normally.

Characters use all of their 4 AP to drive a vehicle and can do nothing else while driving.

Vehicles may be driven at slow or fast speed. At slow speed they move up to 20 cm per turn. At fast speed they move up to 40 cm per turn.

Vehicle acceleration: 1AP for 5 cm

Vehicle deceleration: 1AP for 5 cm

Brake: 1AP for 5 cm

Turning at slow speed is easy and no die roll is needed..

When you turn at fast speed, roll 1D6 : on a result of 1or 2 the vehicle goes out of control and slides 2D6 centimeters on the left (1) or on the right (2). If it crashes into an obstacle the vehicle is out of order and each passenger takes 1D6 wounds.

Passengers may fire from vehicles (except the driver) with no modifer at slow speed and a +1 modifier at fast speed.

You can try to ram zombies with a vehicle. Roll one die.

At slow speed:

1: vehicle stalls. You will have to start it again.

2-4: zombies are thrown 5 cm away and fall.

5-6: zombies killed

At fast speed:

1: vehicle stalls

2-3: zombies are thrown 5 cm away and fall.

4-6: zombies killed

16.4. Campaign and Experience

The campaign system for DwA is based on characters development. The experience is based on XP (experience points) earned while playing scenarios. The XP is based on the outcome of the scenario and on the "kill count" for each specific character. These XP are then used to increase the characters level. New level means new skills and a better chance to stay alive. The player uses his XP to buy extra skills with special effects he can use during play.

This is the basic idea of the Campaign System and we would once again point out that they are under development, so all the point scores and skills are not balanced correctly just yet.

16.4.1. Experience Points

The following table is the amount of XP a character earns from surviving a scenario:

For every fifth killed zombie*	**1XP**
Survived a major "hero" victory scenario	**2XP**
Survived a minor "hero" victory scenario	**1XP**
Survived a minor zombie victory scenario	**2XP**
Survived a major zombie victory scenario	**3XP**
Lone survivor	**2XP**

Zombies killed in close combat counts as two kills to give more XP.

16.4.2. Level

Each character starts the game at level 1. XP are accumulative so when a character reaches a certain value he/she will increase his/her level. This can only be done in between scenarios.

Level	XP
1	0
2(+6)	6
3(+9)	15
4(+10)	25
5(+11)	36
6(+12)	48

And so on ...

Whenever a character increases his/her level that character receives a skill. Some skills can't be used until a character reaches a certain level. The character also increases his FEAR value with one for each level (for FEAR value see below).

At the end of the game, the character regains 1 point of morale for every 5 zombies killed by him.

Zombies killed in close combat count as two kills to give more XP.

16.5. Skills

Skills enhance the performance of a character during play through die modifications and re-rolls. Skills are received when a character reaches a level. A character can have a maximum of 5 skills. Each skill has a level, a character can only choose skills with a level equal or less then the characters own level.

16.5.1. Skill usage

Skills can only be used once per turn and only one skill can be used in each turn.

16.5.2. General skills

Skill	Description
Cool	Desc: Temporarily adds 1 to the characters FEAR value when making the Fear test. Level: 1
Fancy move	Desc: Don't need to pay Action Points to cross obstacles Level: 1
Lucky	Desc: Modify your search die roll result by +1 or –1 at player's choice Level: 1
Nerves of steel	Desc: Can ignore the first fear test in the game. Level: 1
Agile	Desc: Don't need to spend Action Points to jump or climb Level: 2
Fearless	Desc: The character subtracts 2 to his fear test. Level: 2
Mechanics	Desc : can hotwire a car spending 2 Actions Points only. Level : 2
First Aid	Desc: Can remove one wound on a roll of 5+ on a D6 using 4AP. Level: 3
Medic	Desc: Can remove one zombification on a roll of 6+ on a D6 at the end of a scenario. Level: 3
Motivate	Desc: All characters within 10cm of the character receive +1 on their FEAR value when making a Fear test. Doesn't affect self. Level: 3
Inspire	Desc: Can "give" a Re-roll to a character within 20cm Level: 4
Snappy	Desc: Receives an extra AP for everything but movement Level: 4
Quick	Desc: Receives 5 cm extra movement (when using 4 Action Points to move) Level: 4
Dodge	Desc: Get 5cm movement when a zombie enters close combat, Automatically disengage from the zombie, no test needed (once per turn) Level: 5

Hero	Desc : Gains 1 more action point Level : 5
Lucky bastard	Desc: Zombie Re-roll attack. Successful zombie hit must be re-rolled Level: 3

16.5.3. Combat skills

Each weapon type is in itself a skill to use, without that particular skill a character can't handle that weapon type. A more general approach can be made since allot of weapons are similar in there usage. All basic weapon skills are level 1, skills that can be picked when creating the character.

General Weapon skills

Handguns	Used: Pistol and Revolver Level: 1
Shotgun	Used: Pump Shotgun, Double barrel Shotgun and Sawn off Shotgun Level: 1
Rifle	Used: Rifle, Carbine and Sniper rifle Level: 1
Automatic	Used: Assault rifle and Sub machinegun Level: 1
Machine gun	Used: Machine gun Level: 1
Grenade launcher	Used: Grenade Launcher Level: 1
Bows	Used: Bow and Crossbow Level: 1

Specific Combat skills

Aggressive	Desc: Re-roll failed close combat rolls Level: 2
Brace	Used: Machinegun Desc: Used to boost the effect of the machinegun. The machinegun can be fired twice for 4AP. Skill exception: can be used with the Gunner skill. Level: 2
Cover	Used: All weapons Desc: By paying 1 Action Points the character can use the 3 remaining Action Points to fire in the zombies movement phase. Can't move or reload while using this skill. Level: 2
Eagle Eye	Desc: Ignore long range modifier Level: 2
Fast reload	Used: All weapons Desc: Reload a weapon at half cost. Level: 2
Sharpshooter	Desc: Ignore soft cover modifier Level: 2
Unload	Used: Pump shotgun Desc: Enable character to fire four times in a turn with the pump shotgun. Level: 2
Ambidextrous	Used: Pistols and revolvers Desc: Use two pistols or revolvers to fire at the same target (costs 1 AP to fire twice). Can't use aim. Level: 3
Deep pockets	Desc: If the character runs out of ammo he/she can roll 1D6 : on a score of 6 he/she will find a magazine with D6 rounds. Level: 3
Frantic	Desc: If a close combat attack gives a result the character can make one extra attack immediately without extra cost Level: 3
Gunner	Used: Machinegun Desc: Roll 4+ to eliminate instead of 5+. Skill exception: Can be used with the Brace skill. Level: 3

Martial arts expert	Desc: Can attack zombies with bare hands. Scores a hit on a 6. Level: 3
Combat expert	Used: Close combat Desc: Can make two close combat attacks at the cost of 2AP. Level: 4
Reflex	Desc: Get one QCM or CC attack when a zombie enters close combat during zombies turn. Level: 4
Tough	Desc: Re-roll "Wound test" when attacked by a zombie Level: 4
Chainsaw maniac	Used : Chainsaw Desc : the character can't hurt himself with the chainsaw. Kills zombies on a score of 2+. Automatically out of gas on a score of 1. Level : 4
Double tap	Used: All weapons except shotgun Desc: Fire twice for one AP and get Elimination even on a Fall result. Can be aimed. Level: 5
Killer	Used: Automatic weapons Desc: Use 4AP and a full magazine to fire a submachine gun or assault rifle like a machinegun. Can't use brace weapon skill! Level: 5
Sniper	Used: Assault and normal Rifles Desc: Fires and receives Elimination on 2 or more. Level: 5
Strong	Desc: A hit in close combat gives an Elimination result. Only hand to hand combat (CC), not when using CQM. Level: 5

16.6. Quirks

Some skills are called quirks and they work in a different way than normal skills. A quirk can give a character a negative effect in some situations and/or affect other characters. A quirk is always in use, it is not up to the player to use the quirk or not. When ever a situation arises, triggering a quirk, that quirk has effect (not depending on how many times and when it was used last).

Quirks can be given to a character when he/she is created.

A character can have a maximum of 2 quirks.

Roll 2D6 on the following table:

16.6.1. Quirks Table

2 - Clumsy	Desc: Roll Fall test when one or more AP is used for movement. On a result of 1 or 2 the character falls on the first movement action.
3 - Criminal	Desc: Must shoot any Law-enforcement character within 10cm
4 - Flinch	Used: All firearms Desc: Always -1 ToHit modifier when firing a weapon
5 - Indecisive	Desc: Roll 1D6 before each character's turn. On a 1, the characters can spend only 2 AP. Note: on a failed fear test the character has only one AP.
6 - Macho	Desc: Always attack zombies within LOS with ranged combat.
7 - Psycho	Desc: Distracts all characters within 10cm, gives -1 to any die roll
8 - Relative	Desc: When firing, roll 1D6 : on 1-2 he/she spots a relative amongst the zombies and refuse to shoot or attack for the turn
9 - Scary-pants	Desc: Must always keep zombies in LOS more then 10cm away or freeze on a 1-3 roll
10 - Sexy	Desc: Distracts all male characters within 10cm, gives -1 on every die roll Note: Except on Fear tests
11 - Stupid	Desc: Always engage zombies within 10cm in close combat Note: May never disengage from combat
12 - Thick	Desc: Not so bright, must roll 3+ or only receive 3AP per turn

16.7. Psychosis

16.7.1. Trauma points

Each character starts the game/campaign with zero Trauma points. Each time a character has to roll a FEAR test and fails the test he/she receives one Trauma point. The Trauma points are accumulative in the game and from game to game in a campaign.

When a character receives his sixth point he/she develops a psychosis. When the character receives the psychosis the Trauma points are reset to zero. If a character receives two points and gets a total of seven points, he/she receives a psychosis as normal and continues the game with one Trauma point.

16.7.2. Psychosis

A psychosis is a quirk that has a negative effect on the game. When deciding on a psychosis the player can either decide or roll dice for it. When a character receives his/her fifth psychosis it's automatically the Despair psychosis.

Roll 2D6 on the following table:

16.7.3. Psychosis Table

2 -Berserk	Desc: Can't distinguish friend from foe. When firing roll die, on 1 or 2 must fire on closest target
3 - Charge	Desc: Must spend at least one AP to move into contact with the closest zombie. The zombie suffers a fall result automatically. Can't be combined with an attempt to break close combat
4 – Mental block	Desc: The character can either shoot or move but can't perform both actions in the same turn.
5 – Terrified	Desc: Can't move towards zombies within LOS and 30cm Note: Never attacks zombies in close combat
6 – Depressive	Desc: The character is so sad that he/she can't stop crying : -2 to each shooting test.
7 - Paranoid	Used: All firearms Desc: Must shoot any friendly within 10cm
8 - Scared	Desc: If, there are any zombies within 10cm at the start of a turn, the character must use all of his APs to move towards the nearest friendly Note: If engaged in close combat, the character must try to break from close combat or do nothing else
9 - Schizophrenic	Desc: Roll 1D6 at the beginning of each turn : on a 1 the character doesn't perform any action.
10 - Hallucinate	Used: Close combat weapons Desc: The character sees zombies everywhere. Must attack any friendly within 10cm
11 - Rage	Used: All firearms Desc: Always fires all the bullets/shells at zombies in one turn Note : Roll hits as normal according to Rof of the firearm. The other bullets miss the target.
12 - Despaired	Desc: Roll 1D6 at the beginning of each turn : on 1 the character shoots one bullet in his/her brain, no zombification possible