

ZOMBIE APOCALYPSE CINEMATIC RPG

Time: the near future...

It has been nearly three years since the dead began to reanimate and rise from their graves to devour the flesh of the living. Characters in the *Zombie Apocalypse Cinematic RPG* are survivors of this horrible event. The setting is more fully described in the **Background** section (below).

RULES

Basic concepts: Roll 2D6 for **Attributes**.

Attribute Rating	Bonus
2	-3
3	-2
4-5	-1
6-8	0
9-10	+1
11	+2
12	+3

To succeed, a roll of 2D6 is adjusted by various modifiers::

2D6 +/- the Attribute bonus +/- situation modifiers +/- Variable Score modifier

The result must be 7 or higher. Alternately, or in concert, use the Contest Table on Page 8.

The Attributes for *Zombie Apocalypse Cinematic RPG* are: Tough, Smash, Reflexes, Size, Streetwise, Awareness, Savvy, Survival, Firearm Combat, Close Combat, Drive, and Profession. These attributes describe survivors of the *Zombie Apocalypse*. People who did not have some level of proficiency in these attributes simply did not survive. Even the Profession attribute is becoming less and less common as memories of the old world are replaced by the present of the current world. In games set in later years, characters born after the collapse of civilization are unlikely to have the Profession attribute at all.

An additional Attribute is determined at the start of the game. This is the Variable Attribute, and for the *Zombie Apocalypse Cinematic RPG*, it is usually the **COURAGE** variable. The Variable Attribute is used as a modifier for all rolls the character makes when either faced with *Zombies* or overwhelming odds.

The **Attributes** are:

Attribute	Description
Tough	Physical stamina and endurance; ability to absorb damage; ability to resist cold, hunger, pain, etc. A character can take damage equal to Tough + Size.
Smash	Muscle and physical development; ability to break into barricaded areas or through doors/windows; ability to hurt someone really bad while beating the crap out of them; hand to hand combat damage rolls add the Smash Attribute bonus to damage (-3 to +3 depending on the Attribute level).
Reflexes	Reaction speed; running speed; ability to dodge in Close Combat. The Attribute bonus is added to dodge rolls and to rolls to strike targets in Close and Firearms Combat.
Size	Mass of the character; ability to overbear and/or wrestle opponents; ability to remain standing after taking damage. A character can take damage equal to Tough + Size.
Streetwise	Ability to interact with other humans; knowledge of survivor customs; charisma, persuasion, rabble rousing, etc. are all carried out using Streetwise.
Awareness	How well character notices his/her surroundings
Savvy	Common sense, caution, wit and wisdom, intelligence; ability to repair items or construct new items.
Survive!	Ability to find food, water, shelter; ability to move quietly and remain unseen; ability to scrounge loot, ammunition, supplies, parts, etc.
Firearm Combat	Ability to use guns, crossbows, bows
Close Combat	Ability to fight hand-to-hand and with melee weapons
Drive	How well character drives at speed and through rubble or congested areas
Profession	What the character did before the dead rose from their graves

VARIABLE SCORE: COURAGE	<p>At the start of each game session, the character's COURAGE is equal to his or her highest Attribute.</p> <p>COURAGE can change often during the course of the game. If a character is trying to hot-wire a car (Savvy) before the looter gangs arrives to beat him or her to death is supported by plenty of friends with lots of firepower, that character's COURAGE rating will rise. If a character is wounded and hiding in a dark closet while Zombies try to beat the door down, that character's COURAGE rating will drop.</p>
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Variable Scores: Everything has a variable score, and it is not always **COURAGE**. The Variable Score for Zombies is **HUNGER**. The Variable Score for a wild dog might be **FEROCITY**. The Variable Score for a rabbit is **FEAR**. Some humans might have other Variable Scores if the referee deems it appropriate. Examples might be **MIGHT** (the character's ability to be valiant and noble in combat), or **EVIL** (in the case of the most vile of NPC villains who are motivated by a desire to commit or otherwise cause foul deeds). The variable score of a very holy person might likewise be **RIGHTEOUSNESS**.

This comes into play during combat. The difference between Variable Scores results in a modifier depending on which participant has the higher score. For example, if a character with a **COURAGE** score of 4 is fighting a Zombie with a **HUNGER** of 6, the Zombie receives + 2 on its rolls against the character. The character, conversely, receives -2 on rolls against the Zombie.

Note: The **HUNGER** of a Zombie is not affected by most situations. **HUNGER** will drop while a Zombie is actively feeding, and will increase when a Zombie can sense prey. **HUNGER** is not modified by being outnumbered or wounded. Zombies are not subject to human emotions, so emotional situations have no effect on them.

Examples Attribute Roll Modifiers

ATTRIBUTE Modifiers		VARIABLE SCORE modifiers			
Situation	Modifier	Situation	Modifier	Situation	Modifier
Dark	-2	Badly outnumbered	-2	Wounded	-2
Rifle scope	+1-2	Firing from safe location	+2	Ambushing	+1 (close) to +3 (long range)
Aiming at specific body part	-2	Hungry, tired, cold	-1	Ambushed	-1 (close) to -3 (long range)
Difficult task	-2	Afraid	-1	Lots of friends	+3
Easy task	+2	Friend killed	-3	Sick	-1 to -4
Impossible task	-4	Stranger killed	-2	Favorite equipment	+1 to +3
Bad Equipment	-1 to -3	Outnumber the enemy	+1 to +4	Strange equipment	-1 to -3

Cinematography

A role-playing scenario should keep everyone involved thoroughly entertained. This requires a few concessions on the part of both referee and players.

What sort of concessions?

Previews. Describe scenes to the players before the game starts. Get 'em revved up about playing.

Foreshadowing. Nothing wrong with cutting to the Bad Guy's point of view. Just don't reveal too much. For example, as the lone survivor rushes back to the hidden village to warn them of the approaching bandits, cut back and forth between the scenes of the loner, the town, and the approaching bandits.

Scenes

1. The lone survivor racing through the undergrowth
2. Cut to a lurking bandit scout.
3. Cut back to the village, unaware of the impending attack.
4. Cut to the approaching bandit army.
5. Cut back to resolve the combat between the bandit scout and the lone survivor.

Anything that keeps suspense and anticipation going is a good thing. Write the script. And face it, sometimes the characters will have to lose to keep the plot moving toward a truly Heroic or Terrifying conclusion. Conversely, sometimes they

need to win regardless of their condition or dice throws. If this is the case, then DO IT! As long as everything balances out, everyone should stay happy.

Does this mean no one ever dies? Hell, no! Sometimes Heroic Deaths are needed - but as in most movies, the trend is to make the NPCs/supporting characters bite it instead of the players. If a Character needs to die for the plot, then discuss it with the player before hand and maybe give them a better character to play next time.

These rules are deliberately skimpy and rely on the equal participation of players and the referee for interactive storytelling moderated by dice rolls. But, at no point should the dice rule the game. If you run up against a situation that isn't covered by a rule described herein, fall back on the Cinematically Appropriate Rule:

Cinematically Appropriate Rule: If it would make a great scene or a great movie, then it is Cinematically Appropriate.

Combat:

Roll 2D6 + applicable Combat attribute modifiers + situational modifiers + Variable Score modifiers (if applicable). A 7 or higher is needed to hit. If trying to hit a specific body part, a 9 or higher is needed. The target of the attack can either stand their ground and make an attack, or try to dodge in place of attacking.

Example of attack roll:

Survivor Bill has a Firearm Combat Attribute of 11, giving him a bonus of +2 to his roll. It's dark and Bill is cold, sick and alone (cumulative -3 to rolls). His COURAGE is currently 5 (down from 8 when he was feeling better). He is trying to shoot an approaching Zombie that has a HUNGER of 3 (it finished off Survivor Bill's buddy a few minutes ago). Bill's player rolls 2d6 + 2 (Attribute Bonus) -3 (situational modifiers) + 2 (Variable Score modifier). Say that Bill's player rolls 2D6 and get a 5. $5 + 2 - 3 + 2 = 7$. Bill's shot hits the Zombie but doesn't hit it in the head. If Bill had rolled a 7 or higher on 2D6, the roll would have been higher than the 9 required to hit the Zombie in the head and put it down for good. Fortunately, Bill has plenty of ammunition and 2 more actions this round, so he can get two more shots against the Zombie.

Each character gets a number of actions per round equal to 2 + (Reflexes modifier). These actions can be used to move, attack, defend, or perform some

other activity. Zombies receive one action per round and never dodge or flee combat.

Order of Battle

Combat rounds are usually broken into 5 Turns. Participants with only one action go in the first turn. Those with two or more actions per round go next, etc. A character with multiple actions per round can strike or dodge multiple times as shown in the following table.

	Actions per round for the participant				
Turn	1	2	3	4	5
1	Action	Action	Action	Action	Action
2	No action	Action	Action	Action	Action
3	No action	No action	Action	Action	Action
4	No action	No action	No action	Action	Action
5	No action	No action	No action	No action	Action

As this table shows, a character with five actions per round can act on all five turns. A character with two actions per round can act in the first and second turns. This means that a character with one action per round attacked by a character with three actions per round can act/react in turn one, but is defenseless in turns two and three unless their action in turn one was to flee or otherwise remove himself or herself from battle.

Weapons and Damage:

Weapon	Type	Ammo	Damage
Machine gun/Assault rifle	Firearm	Yes	4D6
Heavy Rifle	Firearm	Yes	3D6
Light Rifle	Firearm	Yes	2D6
Chainsaw	Close	Fuel	3D6
Sword, heavy club	Close	No	2D6
Knife, small club	Close	No	1D6
Fist, kick, forehead smash	Close	No	1D3

Range Modifiers for Firearm Combat	Point Blank	Medium	Long
	+2	0	-2

Armor subtracts from damage caused by weapons:

Armor Type	Protection
Land Warrior Armor	3D6
Kevlar Jacket with insert plates	2D6
Medieval Armor	2D6 (1D6 vs. firearms)
Leather Jacket or Kevlar armor without insert plates	1D6 (1D6/2 vs. firearms)
Steel Pot Helmet	2D6 (head only)
Ballistic Nylon Helmet	3D6 (head only)

When rolling damage, if a character (or Zombie or horse or whatever) takes damage in one turn in excess of their Size Attribute, the target is staggered and must make a successful Reflexes roll with a -5 penalty to remain standing. If the target takes damage in excess of twice it's size, it is knocked off it's feet and must spend the remainder of the round (at least) recovering it's balance and standing back up. Humans who take damage in this range are usually dead (well, until they reanimate at any rate), but not so for Zombies.

So, meanwhile back at the Ranch, Survivor Bill assess his shot at the Zombie:

Since Survivor Bill hit the Zombie with his bullet but did not strike it in the head, he cannot "kill" the Zombie, but might stagger it. The Zombie is not particularly large, having a Size of 6. Bill is shooting with a Winchester 45.70 lever action rifle, most decidedly a Heavy Rifle, with a damage potential of 3D6. Bill's damage roll is a very lucky 14. This is more than twice the Zombie's size of 6, so the Zombie is knocked off it's feet and must spend the remainder of the round getting back up. Bob still has two actions left, and takes two more shots.

His next attack roll is $10 + 2$ (Attribute Bonus) -3 (situational bonus) $+ 2$ (Variable Score bonus) for a total of: $10 + 2 - 3 + 2 = 11$. The second shot hits the Zombie in the head. The Zombie's head can take a total amount of damage equal to it's Tough Attribute (in this case a 7), so the Zombie's head is perforated and it becomes permanently dead. Survivor Bill may survive to fight another day now.

Contests

When a character goes up against someone or something else, the Attribute most applicable to the situation is compared to the most applicable Attribute possessed by the target or opponent. Breaking down a door would compare the character's Smash Attribute to the Door's Tough Attribute. The following table shows the basic number needed to succeed in contests, unless you'd rather stick with 7 or higher winning every time on a roll of 2D6. This table is, of course, optional.

Contest Table

	2	3	4	5	6	7	8	9	10	11	12
2	7	8	9	10	11	12	12	12	12	12	12
3	6	7	8	9	10	11	12	12	12	12	12
4	5	6	7	8	9	10	11	12	12	12	12
5	4	5	6	7	8	9	10	11	12	12	12
6	3	4	5	6	7	8	9	10	11	12	12
7	2	3	4	5	6	7	8	9	10	11	12
8	2	2	3	4	5	6	7	8	9	10	11
9	2	2	2	3	4	5	6	7	8	9	10
10	2	2	2	2	3	4	5	6	7	8	9
11	2	2	2	2	2	3	4	5	6	7	8
12	2	2	2	2	2	2	3	4	5	6	7

As can be seen on the Contest Table, two evenly matched opponents each have to beat a 7 to have a chance of success. In situations such as combat, both throws are made simultaneously. The throw succeeding by the highest margin takes effect first. This makes it hard for a novice to challenge an opponent of vastly greater skill - in this respect, it mirrors the real world. In the case of a tie, the "defender" succeeds.

Starting Equipment:

Roll 2D6 for each category. Rolls can be combined between multiple survivors for vehicles (i.e. two survivors can combine their rolls for a vehicle in an attempt to start the game with a better one). Combining rolls is a good way to build party cohesion from the onset of the game. Each level of Survival Gear adds the items above it (i.e. rolling a 2 on the Survival Gear yields water purification tablets; rolling 3 on the Survival Gear yields flashlight with batteries plus the water purification tablets; rolling 12 would give all items in the list and indicate a wealthy survivor).

In addition to starting equipment, characters will naturally collect additional items. Some, however, are inherently more useful than others. Therefore, a helpful list is supplied for players who may not know much about survival in a harsh and lawless land.

Items a survivor will want to accumulate:

Fortified/concealed shelter Concealed cache(s) for hiding excess supplies Rechargeable batteries More firearms and ammunition Armor	Personal hygiene items Medicine and first aid supplies Luxury items (liquor, cigarettes) Solar powdered or hand-cranked generator Supply of parts, lubricants
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All survivors start with the following gear automatically:

- 2 sets of sturdy clothing, and winter coat
- Toothbrush and personal hygiene items (toothpaste, soap, etc.)
- Small first aid kit with bandages, iodine, antibiotic salve, and medical tape (can treat 6 separate wounds)
- One club, 2 knives
- Rucksack or backpack
- Sleeping bag or survival blanket
- 3D6 matches
- 1D3 disposable cigarette lighters
- Mess kit
- Whetstone
- Compass
- Folding shovel, crowbar/prybar
- 3 days of food and water
- Water purification tablets (100 quarts = approximately one month of safe water)
- 1D6 X 1D6 rounds of ammunition for each firearm possessed

Determine Additional Starting Equipment- Roll 2D6 once for each column below.

Special Equipment Roll Rules

Survival Gear: With regard to Survival Gear only, the player's roll also grants all items granted by lower rolls. For example, if a player rolls a 4, the character gains the survival gear for rolls 2, 3, and 4. This rule only applies to Survival Gear.

Vehicles: With regard to vehicles, multiple players can opt to combine their rolls to try and gain a better vehicle. If this option is chosen, one player rolls 2D6 and each additional player rolls 1D3 to add to the total. If all players roll low numbers, they may end up trying to share a bicycle, or they may be able to start with a military vehicle. Motorized vehicles start with fuel sufficient for 2D6 days of operation, but this fuel may have to be stored in plastic containers, which can be hazardous under some conditions.

If civilian characters find themselves with large amounts of military equipment, especially vehicles, this may indicate they were militia, national guards, or conscripts. It could also mean they are military deserters. This may result in problems dealing with intact military units.

Armor

Armor is not lightweight or comfortable. Characters wandering around in a brigandine coat and arming jacket in the hot summer sun of Texas are probably going to die from heat stroke a long time before they get eaten by Zombies. Use common sense with this approach. Most armors make typically good insulators, and can help keep a character from freezing to death. On the other hand, they're also heavy and soak up a lot of sweat...and water. Characters in armor that fall into deep water must make a Survival roll at -5 to keep from sinking to the bottom unless they can get out of their armor.

As you can see, armor is definitely a mixed blessing. The smart character will only wear full armor when expecting combat. The rest of the time it can be packed away on the spare horse or in the back seat. Assume a character under duress (i.e. being shot at) can get modern armor on in 1D6 rounds. Medieval armor, on the other hand, may require several minutes and at least two pairs of hands.

There's no such thing as a free lunch, and until someone invents antikinetic forcefields, there's not much to be done about the drawbacks to body armor.

Armor also needs to be repaired, so unless the character has access to the proper tools and materials, it can take hits equal to it's maximum protection before being rendered basically useless (i.e. a flak vest without steel inserts can take 12 hits before starting to unravel; a leather jacket can take 6 hits by a hand weapon or 3 bullet shots before it starts to fall apart).

Random Starting Equipment Lists

Roll	Weapon	Armor	Food	Vehicle	Survival Gear
2	Hand weapon	Leather	1D3 man-days of preserved food	-	Heavy metal flashlight with full batteries with extra set of batteries for flashlight
3	Light pistol and hand weapon	Leather	1D6 man-days of preserved food	-	Insulated sleeping bag.
4	Heavy pistol	Leather	1D6+1 man-days of preserved food	-	Water purifier (pressure pump filtered good for roughly 100 days)
5	Heavy pistol and hand weapon	Leather	2D6 man-days of preserved food	Bicycle	Tool kit for vehicles and mechanical devices
6	Light rifle	Leather	1D6 X 2 man-days of preserved food	Junker car or truck	Additional 1D6 days of preserved food; additional 1D6 X 1D6 rounds of ammunition for each firearm
7	Life rifle, light pistol	Kevlar jacket with no inserts	1D6 X 3 man-days of preserved food	Decent car or truck	Additional first aid supplies (bandages, antibiotic ointments, aspirin, etc.) Can treat 12 separate wounds
8	Light rifle, heavy pistol	Kevlar jacket with no inserts; steel pot helmet	1D6 X 4 man-days of preserved food	Good car or truck	Breaking & Entering tools (prybar, crowbar, lock picks, files, hammer, etc.)
9	Heavy rifle, light pistol	Kevlar jacket with no inserts; ballistic nylon helmet	1D6 X 5 man-days of preserved food	Excellent car or truck with spare parts	Hand-cranked generator
10	Heavy rifle, heavy pistol	Kevlar jacket with inserts; ballistic nylon helmet	Hidden cache(s) of preserved food - 1D6 X 10 man-days	Van, delivery truck, or Recreational Vehicle	Gillie suit (sniper camouflage mantle)
11	1D6 + 3 firearms	Kevlar jacket with inserts; ballistic nylon helmet	Hidden cache(s) of preserved food - 1D6 X 50 man-days	Offroad truck/SUV	Night-vision goggles
12	Assault Rifle + 3 other firearms	Land Warrior armor	Hidden cache(s) of preserved food - 1D6 X 100 man-days	HumVee squad carrier	Additional 1D6 X 50 rounds of ammunition for any firearms possessed; otherwise, just ammo waiting for a gun

Roll	Vehicle
13	HumVee cargo carrier
14	HumVee squad carrier w/ M2HB MG and 1D6 X 100 rounds ammunition
15	Armored military transport
16	Armored personnel carrier
17	Combat Engineering Vehicle
18	Battle tank

Suggested Random Encounters for the Zombie Apocalypse Cinematic RPG

As you might have guessed, characters are not alone in the world of *Zombie Apocalypse*, and there's no telling who or what they'll run across next. To determine who/what the characters meet, roll 3d6 as needed or desired.

Countryside		Small Town		City	
Roll	Encounter	Roll	Encounter	Roll	Encounter
3-4	Dogs (50% feral)	3	Dogs (50% feral)	3	Dogs (50% feral)
5-7	Game (deer, rabbit, etc.)	4-5	Local civilians	4	Rescue station
8-11	Herd (cattle, horses, etc.)	6	Military deserters	5	Military patrol
12	Predator (puma, lion, etc.)	7-8	Refugees	6	Looters
13	Local civilians	9	Squatters	7	Squatters
14	Zombies (1D6 X 100) SURPRISE!	10	Survivalists	8	Military action
15	Survivalists	11	Rescue Station	9	Sniper attack
16	Looters	12	Looters	10-12	Zombies (dozens)
17	Military patrol/Militia	13	Military post/Militia	13-15	Zombies (hundreds)
18	Zombies (1d6 X 1d6)	14-18	Zombies (1d6 X 1d6)	16-18	Zombies (thousands)

For encounters with humans, roll on the following table to determine their initial response:

Roll	Attitude
2-3	Helpful (will assist to one degree or another, even if it's simply by not attacking) if it to their advantage
4-7	Neutral (probably won't help, but not likely to attack, would like to ignore characters); looking out for own interests above all else
8-11	Hostile (might attack if situation is favorable, if opportunity presents itself, or if tensions rise)
12-14	Violent (will attack)

In suburban areas, for every fifteen minutes the characters are exposed and moving openly, there is a 70% chance that 1d3X5 Zombies will be attracted to the movement and sounds. Once Zombies are attracted, every fifteen minutes another 2d6 Zombies will be attracted.

In populated rural areas, for every hour the characters are exposed and moving openly, there is a 10% chance of attracting 1d6 Zombies. After the first Zombies are attracted, there is a 10% chance every fifteen minutes of attracting 1d3 more Zombies.

Obviously, it pays to be quiet and stay out of sight as much as possible.

If the characters are taking efforts to move silently, under available cover, at night, etc. the chances above are cut by 1/4 to 1/2.

Encounter Descriptions

Dogs (50% feral) - a pack of 3D6 dogs (Tough 6, Reflexes 9, Close Combat 7; bite for 1D3 (little dog) to 1D6 (big dog); no armor). Feral dogs will attack unless dissuaded from doing so (firing at them, for example).

Game (deer, rabbit, etc.) - shoot it and eat it (Tough 4, Reflexes 9, Close combat/deer only 7, club with hooves for 1D6)

Herd (cattle, horses, etc.) - shoot it and eat it, ranch it if no one owns 'em, rustle 'em if someone does own 'em; horses can be ridden (use Savvy Attribute). Herd is 1D6 X 10 cattle or 2D6 horses. Horses: (Tough 9, Reflexes 7, Close Combat 6; kick for 1D6 to 2D6 damage; no armor)' cattle (Tough 10, Reflexes 4, Close Combat 4, butt/trample for 1D6 to 2D6; armor 1D3 from tough hide).

Predator (puma, lion, etc.) (Tough 7, Reflexes 9, Close Combat 8, damage 3D6 from claws and bites - puma is unlikely to attack, lion is more likely) 1 Puma; 2D6 lions

Local civilians - the folks who've always lived here. Assume all Attributes are 5-7. Fairly well armed, but chronically low on ammunition and spare parts. 1D6 locals (hunters) to 1D6X100 (settlement or town; proceed to town encounter chart).

Survivalists - as above, but Firearm Combat and Close Combat are 6-10. Very well armed and have plenty of ammunition and armor. 1D6 Survivalists.

Looters - as Local civilians; armed with a variety of Firearms and Close Combat weapons. 1D6 X 1D6 looters.

Military patrol/Militia - as Survivalists. Number 3D6 and up.

Military deserters - as Survivalists. 2D6 looters; roll for vehicle with 3D6.

Refugees - as Local Civilians, but 1D6 X 10 in number, fleeing wherever they came from; they may be willing to share supplies or pay well anyone who can get back what they've lost.

Squatters - as Refugees, but the Squatters have displaced someone else, making the displaced group the Refugees. Alternately, they've taken up in some unoccupied building or structure. Armed as looters.

Rescue Station - Rescue stations that survived the initial onslaught of the dead, attacks by bandits and deserters, insanity, disease, etc. will have evolved into walled communities. Most likely, these will be part of a feudal government composed of the survivors of local military and law enforcement officials. The economy of such settlements will either be farming, ranching, or cottage-industry manufacturing. Population: 1D6 X 1D6 X 1D6.

Military action - military vehicles and infantry sweeping through the area in a concerted effort to rescue civilians, seize and recover supplies, exterminate Zombies, catch and hang looters, etc. Dozens to hundred (maybe thousands, but unlikely in this day and age) soldiers may be involved. Heavily armed, armored, supplied; military combat transports and vehicles.

Sniper attack - someone shoots at the characters with a heavy rifle (Firearm Combat 6, range -3 (extreme) to ht); unlikely they'll be caught.

Zombies (1d6 X 1d6)

Zombies (1D6 X 100) SURPRISE! - suddenly, Zombies are everywhere. Maybe a tour bus overturned or a campground was overrun by Zombies. They'll be

scattered over a fairly wide area but will quickly be attracted by the sound of gunfire.

Zombies (dozens) - pretty bad.

Zombies (hundreds) - way bad.

Zombies (thousands) - bad beyond words.

The Dead

Humans who die, whether of natural causes, violence, or wounds inflicted by Zombies will reanimate into a walking corpse in less than one hour. As long as the brain remains intact, the corpse will attempt to seek out and devour the living. The cause for this is not known to any characters at the start of the game, and the ultimate cause is up to the referee.

Zombies will attack any warm-blooded animal, with humans being their preferred prey. Zombies will devour anything they kill until the corpse cools to ambient temperature. At that point, the Zombies will cease feeding and move away in search of new victims. No non-human reanimation has ever been documented other than a single frantic broadcast just before the television stations started dropping off the air - primates of the family Pongidae (the great apes, including chimpanzees, gorillas, gibbons and orangutans) were reported as being subject to the reanimation effect and that non-Pongidae primates did not reanimate but did not decompose either, lending some evidence to the widespread belief that the reanimation effect is biological in origin.

The recently dead are stronger and faster than the dead who have been weakened physically by exposure to the elements, wounds, and decomposition. Decomposition occurs in the reanimated dead at a much-reduced rate due to their partially functional immune systems. They are still walking cesspools of disease and filth, however. Reeking of bacteria and rot, drooling bacteria-laced saliva, simply being downwind or downstream from congregations of the dead is enough to make a survivor sick through transmission of airborne disease.

In some cases, Zombies attempt to perform activities with which they were familiar before dying and reanimating. These attempts always fail, as the waling corpse lacks the necessary cognitive ability and coordination to do more than walk, grapple, and bite. There are legends, however, of Zombies that demonstrate higher levels of mental ability. All survivors hope these legends are never proven to be true.

A typical Zombie has the following attributes:

Attribute	Rating and abilities
Tough	1D6 + 1; immune to physical damage that does not destroy the brain; such damage, however, may limit the mobility and/or effectiveness of the Zombie Zombie heads can take damage equal to their Tough Attribute. After this damage is reduced to 0, the Zombie is "gone" (i.e. falls down and stops trying to eat you).
Smash	1D6 + 1
Reflexes	1D3
Size	2D6; especially corpulent Zombies have been known to explode from damage to their abdomens. This does not destroy the Zombie, but is as spectacular as it is horrible.
Streetwise	0 - some Zombies make seek out people they knew while alive, but only to attack them
Awareness	1D3 - Zombie senses are greatly impaired, particularly sight, smell and touch. They rely primarily on sound to locate living victims.
Savvy	1D3-1 - Zombies with a Savvy of 1 or 2 are able to use objects as clubs and may attempt to carry out activities with which they were familiar when alive.
Survive!	1D6 - this attribute is limited to the Zombie's ability and attempts to find and kill living humans
Firearm Combat	0
Close Combat	1D6 - hand-to-hand only, Zombies attempt to grapple their victims and attack by biting (1D3 damage)
Drive	0
Profession	0-2 - Zombies have been known to imitate activities they carried out in life, and every once in a while, they manage to push the right button or actually open a book instead of chewing on it.
HUNGER	2D6 if the Zombie is in a "resource poor" area. 1D6 if the Zombie has fed in the last two hours. 0 if the Zombie is actively feeding. If the Zombie is encountered and it's feeding status is unknown, assign it a starting HUNGER of 7.

Living With the Dead

Successful survivors either travel light, or go to ground in a well-protected refuge and become farmers. Municipal electrical systems and telephone/internet networks failed after the first year, leaving survivors to rely either on solar power or pre-industrial technology. Batteries of all sorts, especially those that can be recharged with solar power, are high-value barter items. Preserved food (MREs, dehydrated survival food packs) are also highly valued. Firearms and ammunition are usually in wide supply, although some calibers of bullets can be hard to find. The ability to reload ammunition can make one wealthy in the new Dark Age.

Effective fortifications against the dead include pit traps, stakes, scattered sections of telephone poles (the dead cannot step over them), cyclone fencing and barbed wire. Effective fortifications against the living are virtually identical, but typically better concealed to account for the vastly higher mental functions of the living when compared to the dead.

Background

Almost three years ago a nightmare of apocalyptic proportions began in North America and Europe and rapidly spread throughout the entire world. No one else ever discovered why the dead returned to shambling unlife to attack and devour the living. In the beginning, a few enclaves of hastily assembled scientists and doctors tried desperately to understand the phenomenon and find a solution to it. But in the end, there wasn't time.

The cities emptied into the countryside as terrified citizens worldwide sought safety, shelter, food, and the other necessities of life. Millions starved to death in the first six months. Millions more followed afterwards due to attacks by reanimated corpses, attacks by other survivors, lack of medical care, and countless other reasons. Civilization was doomed.

Three years later, every city and most towns in the world are inhabited only by the walking dead. During the day the streets are empty of all but feral dogs and trash blowing on the wind. At night, the dead walk the earth.

The surviving living humans have hidden themselves away in the wilderness or in well-fortified and well-provisioned settlements. These survivors are learning to copy with the reanimated corpses that most call vampires. But these are not the vampires of myth. They avoid sunlight, but will hunt under the blazing sun when

prey is at hand. Garlic and holy water have no effect on the cannibalistic corpses. They cast reflections and do not turn into bats or clouds or myth. And they are definitely not hip, trendy, or darkly moody gothic icons.

The dead have inherited the earth. Only by day do most living humans stand a chance of survival.

Plague, Famine, and Population Crash

The first reports were bizarre. Beginning on Wednesday, 6 October 2010, groups of what were described as disoriented people in the southeastern United States, England, Italy, Spain and parts of Eastern Europe reportedly began committing acts of murder, mutilation, and cannibalism apparently at random. These attacks invariably occurred at night. In most cases, these groups appeared to remove their victims, leaving behind only blood and hysterical survivors. The attackers were reportedly immune to pain and wounds. The attackers were said to be able to sense the presence of victims that had hidden at their approach. Some survivors claimed to have recognized deceased relatives and friends among the groups of attackers. Each successive night brought more and more reports of these attacks. And each successive night brought word of attacks in more and more places around the world. By 18 October, the first reports of these nocturnal attacks were being reported in Japan, Australia, and the islands of the Pacific.

Then on Monday, 21 October 2010, Black Monday, the killings began to occur in daylight and in public and continued without cease. The groups committing these horrific acts now numbers in the hundreds if not the thousands. And by that evening, even the most skeptical had to accept that the victims killed by the attackers were soon afterwards joining in the attacks.

Around the world, cities exploded overnight into complete chaos. Looting, vandalism, murder, and rape were the more civilized occurrences in relation to what followed. Arson. Bombings. Political and religious pogroms. Reprisals and counter-reprisals. In too many places, in the darkness and confusion, the human mind turned to genocide and racial warfare. And wherever death occurred, the dead soon rejoined the violence. When the living needed each other the most, when there was still a chance to bring order out of chaos, humanity threw it all away. Civilization began to totter, and crumbled within a week.

When it became apparent that a national catastrophe of unparalleled magnitude was in the making, federal and state governments attempted to deploy roadblocks and checkpoints to stem the tide of chaos. The federal government declared martial law and instituted dusk-to-dawn shoot-on-sight curfews. Industry ground

to a halt, followed by the economy. Local governments disappeared overnight. The federal government managed to retain some semblance of control for another month before all attempts at control became meaningless.

Desperate to escape the hordes of the living dead overrunning city after city, most refugees managed to escape into the countryside no matter how draconian the blockades and quarantines were. They went around, traveled cross-country, fought their way out, or were released by troops unwilling to fire on terrified civilians. As contact with higher command broke down, many military units joined the exodus from the cities, escorting and protecting the millions of fleeing civilians as best they could. Then the trouble really started.

Diary entry, unknown speaker, audiocassette tape:

"The fight against the dead was a lost cause from the beginning. The minute the cities were abandoned, you guys sealed your fates. Should've tried to keep people there, maybe. Dunno. But when millions of people lit out for the country... Guess most of 'em starved to death the first year. Too many people. Not enough food. No way to transport it. Simple population ecology. Figure more died fighting each other than were killed by the dead guys, at first, at least. At any rate, the numbers of the walking dead swelled into the millions within a few months. After that first winter, not a day went by that I didn't spot them wandering down the highway. By then we'd lost. Anybody smart would've headed for the open seas and found themselves a nice cozy little island to live on."

from "Tank" © 1999, WD Robertson, posted on www.homepageofthedead.com

Near major highways and urban areas, civilians and military units ranging in number from dozens to thousands began seeking presumably safer areas outside the cities. Such groups seldom traveled coherently and quickly became strung out for distances of several miles or more. Marching discipline was breaking down among military units and was nonexistent among civilian refugees. These trains of fleeing citizens became movable feasts for the growing numbers of the dead. There was no way to enforce proper disposal of bodies in a column of 25,000 civilians and 400 National Guardsmen who were under constant attack by ever-larger groups of the undead. And each new corpse that wasn't handled properly added to the terror and chaos.

There was very little food to be had in the countryside. Most small towns and farms were overrun in a matter of weeks, and then starvation set in. Disease was endemic to refugee camps and squatter towns. Dysentery, cholera, typhoid fever

became more common than head colds. Simple wounds became gangrenous without access to basic medical care and sanitation. Refugee camps and squatter villages became death traps in relatively short order.

By 4 February 2011, civilian government in the United States had become a memory. Military units, still out of contact with higher authority, tried in vain to hold areas of safety for civilian refugees, but desertion and the constant attacks from the dead hampered any meaningful efforts.

The casualty rate soared, with each victim becoming a reanimated corpse if proper disposal procedures were not followed. And when enough people were sick in a given area, taking care of corpses simply did not happen fast enough to stop outbreaks of the dead from raising the mortality rate even faster. Rural areas along major highways were faced with millions of the walking dead.

Civilization quickly degenerated into a horrible parody of the Dark Ages. Gangs of organized criminals and looters preyed on other gangs with the same savage intensity that they visited upon refugees, surviving enclaves, and loners.

Many survivors headed into the desert and desolate areas of the world, seeking safety in solitude. Others turned to the sea, and settled in floating cities built on the decks of ships and on rafts lashed together to form floating islands. The largest sea settlement still in existence is the U.S. Seventh Fleet, currently anchored off of Galveston Island, Texas. Thousands of commercial and military ships have been converted into a floating city under the jurisdiction of the presumed current President of the United States, Clarence Hemphill, former Deputy Secretary of Housing and Urban Development.

...The arrival at the Rescue Center was like nothing either Bobby or WarMonkey had expected. Offshore, ships were anchored in rows as far out to sea as either of them could see. Freighters, warships, a passenger liner, at least three supertankers. One aircraft carrier's deck was completely covered by a shantytown built of scrap metal and driftwood. On shore, the helicopter passed over a broad swath of scorched ground, easily two miles wide, every building razed to its foundation, every strip of vegetation burned away. Behind this killing zone was a reinforced rampart of earth, razor wire and deadfalls. Rotting corpses littered the ground. Atop the wall stood sentry towers manned by soldiers. Apparently they had plenty of ammunition to judge from the sporadic crackle of gunfire. Combat Demolition Vehicles and armored tanks were making a foray into the killing

zone, utilizing flame throwers and flechette rounds to disperse or destroy groups of dead too numerous for the snipers. The rampart stood against the sea. A flotilla of barges and floating pontoon bridges allowed limited and easily removable access to the island beyond. Along the beaches of the mainland and the island stretched several rows of razorwire barriers. The barriers started about twenty yards inland and extended into the sea to the low tide boundary. Countless corpses were entangled in the barriers, targets for the roving beach patrols of soldiers and militia armed with pikes and axes.

"Welcome to Galveston, fellas," one of the crewmen shouted over the roar of the engine.

WarMonkey was not happy...

from "War of the Dead" © 2003 (sort of - see disclaimer), WD Robertson,
<http://www.geocities.com/Area51/Vault/9327/main.html>

In many cases, the remnants of the world's military forces were forced to resort to piracy and pillage in order to find enough food and supplies to continue any sort of coherent operations. In the end, all pretense at order and legitimacy disappeared. Anyone willing to kill to survive was more likely to make it than those who were not.

And around the world, the dead congregated by the millions, acting out their former lives in a mindless mimicry until they located living humans to begin the hunt again and again.

Everywhere it is the same: the living dead are relatively weak singly and in small numbers, but packs of the walking corpses can easily overpower a living human. Everywhere it is the same: the human is ripped apart and eaten by the rapacious dead. And if enough of the victim is left intact along with the brain, they too will reanimate into a mindless monster intent only on devouring the living.

A few areas are rumored to have survived relatively intact due to isolation and draconian refugee control methods. Iceland. New Zealand. Hawaii. Antarctic scientific bases. There have been no verified contacts with any of these areas in the last two years, but that doesn't stop the rumors of promised lands of food and safety.

CAVEAT

These rules are skimpy and rely on the equal participation of players and the referee for interactive storytelling moderated by dice rolls. At no point should the dice rule the game. Fun is the point. If everyone isn't having fun, take a deep breath, ditch the inhibitions and preconceptions, and try again.

Any questions? Email me and I'll make up an answer for you
(eviloverlord668@yahoo.com).

Cinematic Roleplaying System, ©2003, WD Robertson

Zombie Apocalypse Cinematic Roleplaying Game, ©2003, WD Robertson

Additional/Optional And Expanded Random Tables for Buildings, Vehicles, Folks, Zombies and Critters

Contrary to the previous generic random encounter system, in the following random encounter tables, the numbers of individuals in encounters are not specific. This is best left to the referee. However, the following suggestions are offered:

Near major highways and urban areas, civilians and military encounters could be with groups ranging in number from dozens to thousands, though the group may not be traveling coherently and may instead be strung along for quite a distance.

In smaller towns and rural areas, encounters will typically be smaller in number for humans but greater in number for animals. For example, packs of coyotes and wild dogs can number from dozens to a hundred or so animals. Fortunately, coyotes are VERY unlikely to be a threat to a healthy and uninjured human. This author has routinely confronted groups of dozens of coyotes during his career as a wildlife biologist and has never once seen the pack demonstrate aggressive behavior no matter how large it is. Wild domestic dogs, on the other hand, are much more dangerous as they have been bred to not fear humans.

Encounters with human refugees will peak within one to two months of the time the Rise becomes accepted to the population as fact. Afterwards, refugee populations will begin to drop steadily due to famine, thirst, and disease. This decline will be accompanied by a corresponding rise in the Zombie population. Refugee camps and squatter villages will become death traps in relatively short order.

At the same time, encounters with surviving humans are likely to become more and more dangerous as time goes on due to the decreasing amounts of food, ammunition, medicine and other supplies along with increasing pressure from the growing Zombie population. People who are hungry and frightened revert to a tribal mentality, and are much more likely to demonstrate hostility to other "tribes" as modern evidence shows in areas of the world that have experienced breakdowns in government and infrastructure.

Human encounters in uninhabited rural areas, especially in resource-poor environments (i.e. pine forests, tundra, desert) are most likely to be with very small groups. This is because larger groups will rapidly strip their territory of available resources (i.e. food, animal and plant) in relatively short order and either disperse into smaller groups or starve.

Encounters with Zombies in these areas are likewise going to be with smaller numbers. Larger numbers of Zombies will gradually disperse, and local terrain and wildlife will begin to reduce the numbers further. One can imagine vultures, dogs, and coyotes taking a heavy toll on slow, uncoordinated corpses that are becoming mired in bogs, trapped in brush thickets, or crippled by falling into ravines.

Zombies may have a hard time sneaking up on survivors in rural areas during daylight hours. If the Zombies are decomposing to some degree with associated odors, vultures will be attracted to them. The vultures will most likely circle overhead and wait for the Zombie to die. The Zombie is already dead, but the vultures won't know that. It is possible that a Zombie with significant mobility problems may attract an attack. Vultures will kill wounded prey if given the opportunity, as will scavenging eagles and hawks. Basically, anything that is willing to eat carrion will see Zombies as a food source in pretty short order. Even ground squirrels and wild pigs like Roadkill Surprise...

Alternate Random Encounter System #1

Roll 2D6:

Roll	Encounter
2-4	Animals
5-6	People
7-8	Zombies
9	No encounter
10-12	Zombies

Animals Roll 2D6. Add + 2 if the encounter occurs within 50 miles of a zoo.

Roll	Encounter
2-7	Domestic (harmless) - example: sheep, cows, horses, chickens
8	Domestic (dangerous) - example: dogs, pigs
9-11	Feral (harmless) - example: deer, rabbits, quail, wild turkey, ducks
12	Feral (dangerous) - example: rattlesnakes, coyotes, bears
13	Exotic (harmless) - example: escaped zoo antelope, llamas, emus
14	Exotic (dangerous) - example: escaped zoo lion pride, tiger, hyena mob, rhinoceros

People (Roll 2D6. Add +2 if the encounter occurs within an urban area.)

Roll	Encounter
2-5	Civilians/Refugees/Squatters (roll d6 - on a 1-4, the group is local; on a 5-6, the group is from somewhere else; locals know more about the surrounding area, obviously, and may be a better source of information than out-of-towners)
6-7	Police (roll d6 - on a 1-3, the unit is under command, also, a 1 indicates the unit is under direct military command as conscripts/draftees/levies; on a 4-6, the unit has deserted or is out of communication with higher command; add 1 to the roll for each month after the Rise)
8-9	Militia (often just civilians with better arms and equipment)
10	Military (roll d6 - on a 1-4, the unit is under command; on a 5-6, the unit has deserted or is out of communication with higher command; add 1 to the roll for each month after the Rise)
11-13	Looters/Survivors (roll d6 - on a 1-4, the encounter is with "professionals" such as an outlaw gang; on a 5-6, the looters are just desperate civilians looking for supplies)
14	Hidden enclave (roll d6 - on a 1-3, the enclave is civilian; on a 4-5 the enclave is civilian government; on a 6 the enclave is military)

Zombies (Roll 2D6. Add +2 if the encounter occurs in an urban area)

Roll	Encounter
2	1d6 Zombies
3-5	1d6 X1d6 Zombies
6-9	1d6 X 10 Zombies
10-11	1d100 Zombies
12-13	1d100 X 10 Zombies
14	Hoard (1000+)

If needed, the following two tables are provided for structures and vehicles. The chances of rarer structures and vehicles is much greater than in the real world (for example, the number of private homes versus number of military bases, or number of private cars versus number of military vehicles). This is for two reasons: simplicity and variety/cinematography. Modify as desired and use common sense (i.e. subways are underground and not typically found in the middle of residential neighborhoods). Your mileage may vary.

Buildings

Roll 3d6. For non-military buildings that are or where occupied after the Rise, roll d6. On a 1-2, the structure was not fortified or reinforced. On a 3-6, it is/was. To see if buildings are currently occupied, roll d6. On a 1-4 it is, on a 5-6 it is not. Add 1 to the roll for each month after the Rise.

Roll	Structure (examples)
3-9	Residence (private homes, apartments, condos, public housing, trailer parks, hotels, motels)
10	Barn or Warehouse (warehouse districts, impound yards, feedlots, small farm, docks)
11	Public works (i.e. electrical substation, water treatment plant, school, university, government building, parking lots)
12	Damaged (burned, collapsed, bombed, exploded, smashed and emptied)
13-15	Office/Businesses (offices, strip malls, office parks, services, grocery stores, department stores, medical facilities)
16	Mall (shopping mall, outdoor civic arena or indoor auditorium, sporting arena, amusement park, public park or greenbelt, museum, art gallery) 16 Relocation center (rescue station, FEMA installation, tent city, roll again to see what is serving as the relocation center)
17	Industrial or Scientific (factory, laboratory, gravel pit, mine, airport, shipyard, dockyard, railyard)
18	Military staging area or Military base (airfield, depot, marshalling area, bivouac, convoy, field command, permanent installation, underground bunker, bomb shelter, naval fleet)

Vehicles

Roll 3d6 for type, then roll d6 for use (1-3 occupied/claimed; 4-6 abandoned; add 1 to the roll for each two months after the Rise)

Roll	Vehicle (examples)
3-12	Civilian/personal (car, pickup truck, SUV, motorcycle, bicycle, small airplane, minivan, recreational vehicle, four-wheeler ATV, ultralight aircraft, fishing boat, skiff)
13-14	Business (moving truck, delivery van, news van, monster truck, semi, tow truck, commercial plane including airliner, traffic helicopter, cargo barge, fishing trawler, freighter, train, subway, bus)
15	Utility (cherry picker/electrical pole truck, bulldozer, dump truck, garbage truck)
16	Police (police cruiser, prisoner transport van, animal control truck, prison bus, police helicopter, surveillance van, financial institution armored car/truck, armored government sedan, SWAT van)
17	Fire/EMS (fire truck, ambulance, hearse, Fire Marshall's (red) pickup truck)
18	Military (jeep, HMMWV/HumVee/Hummer, APC, Deuce-and-a-half truck, battle tank, attack helicopter, Coast Guard cutter, SSBN/ballistic missile submarine)

Alternate Random Encounter System #2 - Zombies

In formerly high-population urban areas, for every fifteen minutes the characters are exposed and moving openly or engaged in noisy physical activity (boarding up windows, for example), there is an 80% chance that 1d6X10 Zombies will be attracted to the movement and sounds. Once Zombies are attracted, every fifteen minutes another 1d6X10 Zombies will arrive on the scene.

In suburban areas, for every fifteen minutes the characters are exposed and moving openly, there is a 70% chance that 1d3X5 Zombies will be attracted to the movement and sounds. Once Zombies are attracted, every fifteen minutes another 2d6 Zombies will be attracted.

In populated rural areas, for every hour the characters are exposed and moving openly, there is a 10% chance of attracting 1d6 Zombies. After the first Zombies are attracted, there is a 10% chance every fifteen minutes of attracting 1d3 more Zombies.

In unpopulated rural areas, there probably aren't that many Zombies around unless animals are subject to becoming Zombies. If that's the case, the characters are majorly screwed... If not, there is a base 1% chance per day of attracting one or more Zombies. In a national park, it is more possible there could be dead folks about that out in the desert fifty miles from the nearest road and sixty miles from the nearest town.

Obviously, it pays to be quiet and stay out of sight as much as possible. If the characters are taking efforts to move silently, under available cover, use padded hammers, operating at night, etc. the chances above are cut by 1/4 to 1/2;.

In any event, there's also the possibility of human predators lurking behind the Zombies waiting to move in to loot the area and take out any survivors, dead or otherwise. Predatory and scavenging animals could also be a factor. I like the idea of swarms of wild dogs and coyotes picking away at a Zombie mob that has congregated outside a farmhouse full of tasty survivors.

Sample Human Attributes

Attribute	Looter	Soldier	Civilian
Tough	5-7 (1D3 + 4)	7-9 (1D3 + 6)	5-7 (1D3 + 4)
Smash	2D6	7-9 (1D3 + 6)	5-7 (1D3 + 4)
Reflexes	5-7 (1D3 + 4)	7-9 (1D3 + 6)	5-7 (1D3 + 4)
Size	2D6	2D6	5-7 (1D3 + 4)
Streetwise	7-9 (1D3 + 6)	5-7 (1D3 + 4)	5-7 (1D3 + 4)
Awareness	2D6	7-9 (1D3 + 6)	5-7 (1D3 + 4)
Savvy	2D6	2D6	5-7 (1D3 + 4)
Survive	2D6	5-7 (1D3 + 4)	5-7 (1D3 + 4)
Firearm Combat	2D6	7-9 (1D3 + 6)	5-7 (1D3 + 4)
Close Combat	7-9 (1D3 + 6)	5-7 (1D3 + 4)	5-7 (1D3 + 4)
Drive	5-7 (1D3 + 4)	2D6	5-7 (1D3 + 4)
Profession	5-7 (1D3 + 4)	5-7 (1D3 + 4)	5-7 (1D3 + 4)

Sample Animal Attributes (note: Streetwise, Savvy, Firearm Combat, Drive, and Profession aren't possessed by animals)

Attribute	Smallish Dog	Largish Dog	Bear
Tough	3-5 (1D3 + 2)	7-9 (1D3 + 6)	11-16 (1D6 + 10)
Smash	1D3	3-5 (1D3 + 2)	11-16 (1D6 + 10)
Reflexes	11-16 (1D6 + 10)	7-9 (1D3 + 6)	5-7 (1D3 + 4)
Size	1D3	3-5 (1D3 + 2)	11-16 (1D6 + 10)
Awareness	7-9 (1D3 + 6)	7-9 (1D3 + 6)	7-9 (1D3 + 6)
Survive	7-9 (1D3 + 6)	7-9 (1D3 + 6)	7-9 (1D3 + 6)
Close Combat	3-5 (1D3 + 2)	5-7 (1D3 + 4)	7-9 (1D3 + 6)

Attribute	Cow	Vulture	Cat
Tough	9-14 (1D6 + 8)	3-5 (1D3 + 2)	3-5 (1D3 + 2)
Smash	9-14 (1D6 + 8)	3-5 (1D3 + 2)	1D3
Reflexes	1D6	7-9 (1D3 + 6)	9-14 (1D6 + 8)
Size	9-14 (1D6 + 8)	3-5 (1D3 + 2)	1D3
Awareness	7-9 (1D3 + 6)	7-9 (1D3 + 6)	9-14 (1D6 + 8)
Survive	9-14 (1D6 + 8)	9-14 (1D6 + 8)	7-9 (1D3 + 6)
Close Combat	3-5 (1D3 + 2)	3-5 (1D3 + 2)	7-9 (1D3 + 6)

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ZOMBIE APOCALYPSE CINEMATIC RPG CHARACTER SHEET

Character Name	Description, Quote, Notes, etc.
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Attribute	Rating	Modifier	Equipment Carried
Tough			
Smash			
Reflexes			
Size			
Streetwise			
Awareness			
Savvy			
Survive			
Firearm Combat			
Close Combat			
Drive			Wound/Health Status
Profession (Description)			

COURAGE Rating

Weapon	Type	Ammo	Damage	Modifiers

Armor Type	Protection

Stowed Equipment, Cache(s), etc.