

**ALL THINGS
ZOMBIE
MINIATURES**

FADE TO BLACK

CONTENTS

1.0 INTRODUCTION	4
1.1 HOW IS THE GAME PLAYED?	4
1.2 WORD OF ADVICE – STOP BOXES.....	4
 2.0 NEEDED TO PLAY	5
2.1 DICE	5
2.2 FIGURES AND TERRAIN	6
2.3 TABLES.....	6
 3.0 DEFINING FIGURES	7
3.1 STARS AND GRUNTS.....	7
3.2 REPUTATION.....	9
3.3 ATTRIBUTES	10
3.4 CLASS	11
3.5 WEAPONS	12
3.6 PROTECTION	12
 4.0 FORMING YOUR BAND	13
4.1 STARTING YOUR BAND.....	13
4.2 GROUPS.....	13
4.3 LEADERS	14
 5.0 TURN SEQUENCE	16
5.1 MULTIPLE SIDES	16
5.2 ACTIONS.....	17
5.3 ACTIVE MOVEMENT	17
5.4 INVOLUNTARY MOVEMENT	18
5.5 IN SIGHT	19
5.6 REACTION	22
5.7 STATUS AND ACTIONS	23
 6.0 RANGED COMBAT	24
6.1 TYPE.....	24
6.2 RANGE	25
6.3 TARGET RATING.....	25
6.4 IMPACT	25
6.5 ARC OF FIRE OR SWATH.....	25
6.6 FIRING TWO WEAPONS AT ONCE.....	25
6.7 TIGHT AMMO	26
6.8 MAKE YOUR OWN WEAPONS.....	26
 7.0 SHOOTING	26
7.1 LINE OF SIGHT	26
7.2 RESOLVING FIRE	26
7.3 ALLOCATING FIRE.....	26
7.4 TARGETING.....	27
7.5 SHOOTING SEQUENCE	27
7.6 RESOLVING DAMAGE	27
7.7 FIRING AT CARRYING WOUNDED	28
7.8 PITIFUL SHOT	28
7.9 AUTO-KILL OR CAPTURE.....	28
 8.0 MELEE	28
8.1 MELEE WEAPONS	28
8.2 CHARGE INTO MELEE TEST	29
8.3 MELEE COMBAT.....	29
8.4 AFTERWARDS.....	30
 9.0 TERRAIN	31
9.1 TERRAIN GUIDELINES	31
9.2 OTHER TERRAIN FEATURES	32
 10.0 ZOMBIES	33
10.1 DEFINING ZOMBIES.....	33
10.2 GENERATING ZOMBIES.....	33
10.3 PLACING THE ZOMBIES.....	34
10.4 ZOMBIE SURPRISE	35
10.5 GROUPS	36
10.6 ACTIVATION	36
10.7 ACTIONS	36
10.8 MOVEMENT	36

10.9 REACTIONS.....	37	13.0 DAY PARTS.....	48
10.10 SHOOTING.....	37	13.1 DAY PARTS AND VISIBILITY.....	48
10.11 MELEE.....	38	13.2 WHAT DAY PART AND WHEN?.....	48
 11.0 CAMPAIGNS.....	39	 14.0 ENCOUNTERS.....	48
11.1 ATZM TIMELINE.....	39	14.1 VOLUNTARY ENCOUNTERS.....	48
11.2 YOUR ROLE.....	40	14.2 INVOLUNTARY ENCOUNTERS.....	48
11.3 TIME IN THE CAMPAIGN.....	40	14.3 PRESENTATION.....	49
11.4 TURN SEQUENCE.....	40	14.4 DAY ONE.....	49
11.5 AREAS.....	40	14.5 FIRST 30 DAYS.....	49
11.6 ENCOUNTER RATING.....	41	14.6 DAYS 1 - 10 - ZED!.....	49
11.7 ITEMS.....	41	14.7 DAYS 11 - 20 - ROBBERY!.....	50
11.8 LIST OF ITEMS.....	42	14.8 DAYS 21 -30 - ESCAPE!.....	51
11.9 SEARCHING BUILDINGS.....	43	14.9 BURGLARIZED!.....	51
11.10 LOOT FROM OTHERS.....	43	14.10 CHILLIN'.....	52
11.11 STOCKPILING LOOT.....	43	14.11 CONFRONTATION.....	53
11.12 BARTERING.....	43	14.12 RAID/RESCUE.....	54
11.13 HOME.....	44	14.13 ROBBERY.....	54
 12.0 PEFS.....	44	14.14 SEARCH.....	55
12.1 GENERATING PEFS.....	44	14.15 QUEST FOR THE CURE.....	55
12.2 PEF REP.....	44	14.16 TAKE BACK.....	55
12.3 PEF MOVEMENT AND ACTIVATION.....	45	 15.0 AFTERWARDS.....	56
12.4 SPECIAL PEF MOVEMENT.....	45	15.1 INCREASING REP.....	56
12.5 RESOLVING PEFS.....	45	15.2 DECREASING REP.....	56
12.6 LOADING UP PEFS.....	45	 16.0 FINAL WORD.....	56
12.7 LAW & ORDER.....	46	 17.0 CREDITS.....	59
12.8 FRIEND OR FOE?.....	46		
12.9 ENEMIES.....	46		
12.10 UNDER ARREST.....	46		
12.11 POLICE.....	46		
12.12 MILITARY.....	46		
12.13 TALK THE TALK.....	46		
12.14 WALK THE WALK.....	47		
12.15 MEETING THEM AGAIN.....	47		
12.16 DEFINING MOMENT.....	47		
12.17 NPC MOVEMENT.....	48		

1.0 INTRODUCTION

WHAT'S ALL THINGS ZOMBIE - FADE TO BLACK?

It's the latest version of *All Things Zombie Miniatures*, the Origins Award Winning Best Miniatures Game of 2006. By teaming up with Lock n Load Publishing we can now offer the game to the largest number of gamers possible, something, as a small company, we could never do. Lock n Load has given it all the bells and whistles production wise and we've given it all the bells and whistles game wise.

Fade to Black starts by sweeping you up and sticking you right into the middle of a catastrophic zombie outbreak. *Who* you are when the outbreak occurs is just as important as *where* you are. Because unlike most other zombie games, where all you do is kill zombies, you won't be able to tell the humans from the zombies until maybe it's too late. It's all happening to you just like it would on Day One.

Confusion, chaos, and a lack of information are just some of the challenges you'll face when the world starts to crumble. Will you have what it takes to survive the first 30 days?

Then what?

Fade to Black starts on the first day of the outbreak, but then let's you continue your life, building your own future. It's a game that tells a story; your story.

First you must escape the soulless creatures that threaten you, then hunt them down, and finally take back what's yours. On the way you'll find that perhaps your most dangerous enemies aren't the zombies, but other humans - neighbors and sometimes, old friends.

ATZM can be played solo, cooperatively with everyone on the same side, or competitively

with everyone against one another. *ATZM* can be played as a one off game or part of an ongoing campaign.

But it doesn't matter which way you play it, as the goal of *ATZM* is to rebuild the world, as you knew it; except maybe this time with you in charge. ☺

All Things Zombie - Fade to Black ...Still THE Zombie game.

1.1 HOW IS THE GAME PLAYED?

Each player assumes the role of a human - a Star - that must survive in a world overrun by zombies. You start as a Citizen but once it's obvious that zombies are permanent you have to choose your path; Ganger, Militia, or Survivor.

Slowly you raise your group of followers, establish a base, collect resources, and begin to prosper while defending yourself from other humans and the never-ending horde of zombies.

No matter how you choose to play ATZM, the zombies are run by the game mechanics. When playing on the same side, simply have another player roll for the zombies and hostile humans whenever you encounter them.

ATZM can be a "one off" game, but it really shines as a campaign, where all of your adventures are linked together using the same characters and stats from prior games.

1.2 WORD OF ADVICE - STOP BOXES

Be sure to read the rules one section at a time and follow the *Stop box* at the end of each section. If you have a question about the rules just keep reading, as the answer will be coming along shortly.

2.0 NEEDED TO PLAY

You will need a few things to play *All Things Zombie - Fade to Black*. They are:

- Six-sided dice, also called d6. It is best to have at least six of them. The more you have, the quicker games will play.
- One measuring device, ideally one per player. You may not be using it all the time, but it's good to have it just in case!
- Any combination of metal, plastic or paper figures in a consistent scale of your choice.
- Something to represent buildings and other terrain features.
- A flat surface at least 3'x3', but you can play with a larger or smaller one if desired.

2.1 DICE

During the game you will be required to roll dice (d6) in a variety of ways. They are:

- Passing Dice.
- Counting Successes.
- Possibilities.
- Reading and Adding the Dice.
- 1/2D6

2.1.1 PASSING DICE

To *pass dice* you roll a number of d6 and compare each die score individually to the *Target Number*. The *Target Number* can be *Reputation* (3.2) or something entirely different.

- If the score is *equal* or *lower* than the *Target Number*, the d6 has been *passed*.
- If the score is *higher* than the *Target Number*, the d6 has not been passed.
- You can pass 2, 1, or 0d6 when the dice are rolled in this manner.
- *Isn't passing 0d6 like failing 2d6?* No, because we are counting the number of *passed d6*.

Example - *Charge into Melee* (8.2) is used by rolling 2d6 versus the Rep of the figure. Rep is the *Target Number*. The Ganger has a Rep of 4. I roll 2d6 and score a 5 and 2. The Ganger has passed 1d6 as only the 2 is equal or lower than the Rep of 4.

2.1.2 COUNTING SUCCESSES

Another way you will use d6 is to roll them and count *successes*.

- A score of 1, 2, or 3 is a success.
- A score of 4, 5, or 6 is a failure.

Example - A Citizen is in melee and rolls a total of 4d6. He scores a 1, 2, 5, and 6. He has scored 2 successes, a result of 1, 2, or 3.

2.1.3 POSSIBILITIES

Sometimes there may be numbers in parenthesis such as (1-2). Immediately roll 1d6. If the number is scored that event has happened.

Example - I roll for the Day Part of the Encounter and there's a chance (1 - 2) that it will be at Night instead of during the Day Time. I roll a 5. The Encounter will take place during the Day Time.

2.1.4 READING AND ADDING THE DICE

Sometimes you simply read the result as rolled. When rolling 2 or 3d6 in this way you add the scores together to get a total.

Example - On the Attributes Table (3.3) I roll a 3, 4 and a 6 for a total of 13. My character has the Poser Attribute.

2.1.5 1/2D6

Occasionally you will be asked to roll 1/2d6. Here's how we do it:

- Roll 1d6.
- 1 or 2 = 1.
- 3 or 4 = 2.
- 5 or 6 = 3.

Example – I run into 1/2d6 Gangers. I roll 1d6 and score a 3. This becomes a 2. I have run into 2 Gangers.

2.1.6 HOW MANY D6

How many d6 do you roll? This is found by looking in the upper left-hand corner of each table. When a number appears that tells you how many d6 to roll. When a word appears that means roll 1d6 for each point of whatever word. When “#” appears, this means the table is informational – no dice rolling required.

Example - I establish Line of Sight (7.1) to a PEF (12.0). I must immediately resolve it. I look on the PEF Resolution Table (12.5.) and see a 2 in the upper left- hand corner. I roll 2d6.

Later I go into Melee. I see the word Rep in the upper left-hand corner. I have a Rep 4 character so roll 4d6.

2.2 FIGURES AND TERRAIN

Literally hundreds of figures can be used with *All Things Zombie – Fade to Black*.

You can choose to use metal figures, plastic figures, or even paper figures. Sizes range from 6mm to 54mm and everything in between. The best part is that you can use any of them and still play *All Things Zombie – Fade to Black*. If you don't have figures, you can find them in gaming stores, at conventions, or online.

Finding terrain can be handled the same way or you can build it from scratch. Some very nice paper terrain is available online that will work just fine. I use eBay as one source for terrain; it is also a good way to find painted figures. Note that the rules are written for 28mm and if using a different scale adjust accordingly if you want.

2.2.1 BASING FIGURES

The easiest way to base figures for *All Things Zombie – Fade to Black* is one figure on a round or square base. An effective and low tech solution is also to mount them on pennies or fender washers. You can use different base sizes if need be as distances are measured from figure to figure.

2.2.2 DEFINING FACING



Charging onto or shooting onto the rear of an enemy depends upon the actual physical location of the attacker.

To qualify as a rear attack the attacker must begin and end its movement behind the rear facing of the target.

- The front facing is defined as 180 degrees to the front of the figure. Any figure, building, etc. within this facing is considered to be In Sight (5.5) of the figure.
- The rear facing is defined as 180 degrees to the rear of the figure. Any figure, building, etc. within this facing is considered to be Out of Sight (5.5.1) of the figure and cannot be seen.
- The following illustration helps to define the front and rear facings.

2.3 TABLES

Wherever possible all the tables that you will *usually* use during the game have been grouped together on the Player Aid Cards. When reading a section it is recommended that you review the table in question.

2.3.1 WHY SO MANY?

Tables help to create the story.

Your games in *All Things Zombie – Fade to Black* can be as simple or as detailed as you like. For those that want a quick “kill the zombies” game,

just use the basic Reaction Tables. If you want a realistic campaign then use the additional tables that are provided. Need to make up a scenario, use the tables. *All Things Zombie – Fade to Black* is like a toolbox. You may not need all the tools, but they are there when you do!

STOP!

All Things Zombie - Fade to Black uses six-sided dice called d6. You will be asked to roll them in five different ways.

Passing Dice = Score equal or less than the Target Number.

Counting Successes = A score of 1, 2 or 3.

Possibilities = Numbers in parenthesis providing a chance of an occurrence.

Reading and Adding the Dice = Reading each die score individually and in some cases add the scores of 2 or 3d6 together.

1/2D6 = Used to get a result of from 1 to 3.

3.0 DEFINING FIGURES

Note that in All Things Zombie - Fade to Black the terms character and figure are interchangeable.

In *All Things Zombie - Fade to Black* each player controls himself – a Star. During your games you can recruit Non-Player Characters (NPC) to your band. Your band will range in size and will change as the campaign moves along. Regardless of how many figures are in the band, they all share some common traits that define how they behave during the game.

Six things define each figure. As a Star you can choose *most* of them. They are:

- Is it a *Star* or a *Grunt*?
- What is its *Reputation*?
- Does it have any *Attributes*?
- What is its *Class*?
- What type of *Weapons* does it have?
- Is it wearing any *Protection*?

3.1 STARS AND GRUNTS

There are two types of characters, called *Stars* (Player Characters), run by the player, and *Grunts* (Non-Player Characters), run by the game mechanics.

3.1.1 STARS

This figure represents you, the player. We suggest your *Star* begin with a *Reputation* of 4 or 5. If desired feel free to create Co-Stars or other Non-Player Stars such as a local Gang Leader.

3.1.2 GRUNTS

These are the figures that do not represent a player. They may be friends or foes and will come and go as the game progresses. Grunts are controlled by the game mechanics. This allows players to play by themselves (solo) or cooperatively with their friends.

3.1.3 WHY USE STARS?

One question that may be asked is why do we use Stars in Two Hour Wargames? *It's to give you freedom of choice and personalize your character.*

All Grunts are controlled by the Reaction Tests (5.6). They will behave according to their quality and training, but more importantly will respond to the situations that you put them in. *Grunts will behave in a realistic manner that balances a desire to stay alive with the desire to do what you ask of them.*

But Stars? That's you. You will see that you have

much more freedom, as in real life, to do what you want, as well as some distinct advantages that separates you from the Grunts.

3.1.4 STAR ADVANTAGES

Note that the use of Star Advantages is totally optional; recommended, but optional.

As a Star in *All Things Zombie - Fade to Black* you have four important advantages. Use all, some or none as you see fit. They are:

- Star Power.
- Larger Than Life.
- Cheating Death.
- Free Will.

3.1.4.1 STAR POWER

Star Power is the ability to reduce damage. Usually reserved for Stars, but you can give 1 or 2 Star Power Dice to Grunts and Co-Stars if you like. Here's how we do it:

- ***Star Power cannot be used to affect damage suffered from a zombie.***
- Stars begin each game with Star Power equal to their Rep.
- Whenever a figure with Star Power takes damage from ranged fire or in melee (hand-to-hand combat) it immediately rolls its current Star Power d6. Read each d6 as rolled:
 - Any result of 1, 2, or 3 reduces the damage by one level.
 - Any result of 4 or 5 means the damage stays and the d6 is retained for future use.
 - Any result of 6 means the damage stays, but that die is removed from the figure's Star Power for the rest of the Encounter.

Damage is reduced in the following ways:

- An *Obviously Dead* (5.7.4) result becomes an *Out of the Fight* (5.7.5) result.
- An *Out of the Fight* result becomes a

Carry On (5.7.1) result.

- If damage is reduced by Star Power to *Carry On* during a melee another round of melee is immediately fought.
- If damage is reduced by Star Power to *Carry On* from ranged weapon fire, the character *Ducks Back* instead.
- It is possible to reduce damage by multiple levels if you roll several results of 1, 2, or 3.

Example - A Star with a Rep of 5 is hit by ranged weapon fire. He takes one *Obviously Dead* result. The player rolls his Star Power d6 – in this case 5d6.

The results are 2, 2, 4, 5, and 6.

He uses the first 2 rolled to reduce the Obviously Dead result to an Out of the Fight result. He further uses the second 2 to reduce the Out of the Fight result to Carry On.

The 4, 5, and 6 have no effect; the 6 also means the d6 is discarded. The Star now has only 4 points of Star Power for the remainder of the Encounter.

The Star has effectively reduced his damage from Obviously Dead to Carry On. As he was fired on by a ranged weapon, he immediately Ducks Back.

3.1.4.2 LARGER THAN LIFE (LTL)

All Things Zombie - Fade to Black can be used to capture the cinematic flavor of modern action movies where the Star is a larger than life character. Here's how we do it:

- *Stars cannot be killed by any human with a Rep lower than the Star.* The worse result a Star could receive would be *Out of the Fight*.

Example- A Star (Rep 5) is shot by a Ganger (Rep 4). The Ganger scores an *Obviously Dead* result.

The Star uses his Star Power, but to no avail. The Star declares he is using his Larger than Life advantage and is Out of the Fight instead.

Note that Larger Than Life is applied after Star Power is used and does not affect damage from zombies.

3.1.4.3 CHEATING DEATH

A Star can be killed by any human with an equal or higher Reputation. When this occurs the Star may declare that he is cheating death. He is immediately removed from the table and whisked to safety – his Encounter (14.0) is over.

When a player chooses to *cheat death* his Rep is immediately reduced by one level.

Example - *A Ganger Star (Rep 5) is shot by a Survivor (Rep 5). The Survivor scores an Obviously Dead result. The Ganger Star uses his Star Power, but to no avail. The Star declares he is Cheating Death and is whisked from the table to safety. He is still alive, but is now reduced to Rep 4.*

Note that Cheating Death is applied after Star Power is used and does not affect damage from zombies.

3.1.4.4 FREE WILL

Each time a Star must take certain Reaction Tests he can *choose which of the three possible results he wants to do without rolling dice*. These are the following tests and are noted with an asterisk (*) next to it on the Player Aid Card:

- Received Fire (5.6.3).
- Man Down (5.6.4).

Free Will does not apply to the following Reaction Tests.

- In Sight Test (5.5.3).
- Charge into Melee (8.2).

Example – *Billy Pink (Rep 5 Survivor) is shot at by the enemy. He is a Star so can choose his*

reaction on the Received Fire Test. He chooses to pass 2d6 and returns fire.

3.1.4.5 STARS AND ZOMBIES

All these Star Advantages are pretty cool, but they do have a downside. We've touched on it, but let's make sure that it's clear.

- Star Power cannot be used when damaged by a zombie.
- Larger Than Life cannot be used when damaged by a zombie.
- Cheating Death cannot be used when damaged by a zombie.

In fact, there's a chance that you could turn into a zombie (10.11.4) when damaged by a zombie.

3.2 REPUTATION

Reputation (Rep) is a combination of experience, morale, and motivation. It is an expression of a figure's overall fighting quality. Below are brief descriptions of the Reputation levels used in the game.

- **REP 6:** People of exceptional quality; true Larger Than Life heroes.
- **REP 5:** People adept at surviving and experienced in life and death situations. Usually have combat experience.
- **REP 4:** Reliable people with some exposure to life and death situations.
- **REP 3:** Everyday people. Followers and not leaders. May not be long for this Brave New World.
- **REP 2:** Usually reserved for the extremely old or young or those who are sick or infirm and only used in specific scenarios.

There is no maximum Rep, but there is Obviously Dead!

STOP!

Characters are either a Star or a Grunt. Stars are Player Characters and all Non-Player Characters (NPC) are Grunts.

All Grunts are controlled by the game mechanics.

Star Power can reduce damage levels. Star Power cannot be used on damage taken from zombies.

Larger Than Life means Stars cannot be killed by anyone with a lower Rep.

Cheating Death can save a Star's life, but at the cost of reducing its Rep by one level.

Free Will allows Stars to pass 2, 1 or 0d6 on certain Reaction Tests. Which ones?

All figures have Rep which is used to take Reaction Tests, shoot and more.

3.3 ATTRIBUTES

Attributes are used to further define the different characters found in *All Things Zombie - Fade to Black*. Attributes will really make your characters unique, but if all you're looking for is a skirmish game don't use them.

You are free to use these as you see fit. For example you might use them only for your Star, or for your Star's band, or for every figure in your games. The only caveat is that the more attributes you have in play, the longer a game could take to finish. Here's how we do it:

- Stars will have two Attributes.
- Stars must roll their first Attribute at random.

- Stars will choose their second Attribute.
- Grunts can only have one Attribute and must roll for it.
- When rolling to determine an Attribute roll 2d6, add the scores together, and consult the Attribute Table.

Example – I start off with a Rep 5 Ganger Star. I can have two Attributes, but must roll for the first one. I roll 2d6 and score a total of 11. This gives him the Initiative Attribute. As a Star I can choose one Attribute after rolling for the others. I choose Medic.

2

ATTRIBUTES

(Add the results together)

#	ATTRIBUTE
2	Medic: Those with the Medic Attribute can help other characters to recover from wounds during the Encounter. When the character with the Medic Attribute activates in contact with an Out of the Fight character, that character can immediately take the Recovery Test (8.4).
3	Attractive: Counts a +1d6 when taking the Talk the Talk Test (12.13) against the opposite sex.
4	Brawler: Counts a +1d6 when in melee.
5	Fast: Normal move is now 10" and allowed to use 3d6 when taking the Fast Move Test (5.3.2) counting all three results
6	Dim: Counts a -1d6 when taking a Talk the Talk Test (12.13).
7	Rage: Counts a +1d6 when in melee. Counts a +1d6 when taking the Charge into Melee Test (8.2).
8	Runt: Counts a -1d6 when taking the Charge into Melee Test (8.2)
9	Slow: Only rolls 1d6 when taking the Fast Move Test (5.3.2).

- 10 **Poser:** Will roll only 1d6 when taking the Received Fire (5.6.3) and Man Down Tests (5.6.4).
- 11 **Initiative:** Counts one Rep higher for Activation purposes when operating alone.
- 12 **Hard as Nails:** Once during each Encounter the character treats its first human inflicted Obviously Dead result as a Carry On result instead.

3.4 CLASS

In *All Things Zombie - Fade to Black* all player characters will be one of four Classes. Each Class has their own Reaction Tables located on the Player Aid Cards. Here are the Classes:

- Citizen. (3.4.2)
- Ganger. (3.4.3)
- Militia. (3.4.5)
- Survivor. (3.4.7)

In addition there are two Non-Player Classes called Military and Police. Each Class will have its own Non-Player Character (NPC) Generator for creating any needed Grunts. These tables correspond to the number assigned to the Class. Police and Military will use the Militia Reaction Tests (3.5.6) and Non-Player Generator (3.5.5).

3.4.1 AT THE START

During the first 20 days of the zombie outbreak all player characters are Citizens. On day 21, at the latest, you must make a choice. You can choose to be a Ganger, Militia, or a Survivor.

3.4.2 CITIZEN

This is your average person *before* the outbreak. You are a Citizen until one of four things happens.

- You survive past the first 20 days and choose to become a *Ganger*.
- You survive past the first 20 days and choose to become a *Militia*.
- You survive past the first 20 days and choose to become a *Survivor*.

- You die.

3.4.2.1 CITIZEN NO MORE

Previously we said that players are Citizens until the 21st day when they can choose to become a Ganger, join a Militia, or become a Survivor. Usually that's the case, but there are other ways to speed up the process of choosing. After all three "milestones" are reached you can immediately choose if you desire. Here's how we do it:

- You have killed at least three zombies.
- You have had combat with an *armed* human and caused it damage. This can be either ranged combat or melee.
- You have taken and successfully passed the See the Feast Test (10.9.4).

By the time all three requirements are met you're as ready as you'll ever be; now choose your future!

3.4.3 GANGERS

Gangers only care about themselves and their gang. They believe in survival of the strongest with no mercy given and none taken. Gangers tend to inhabit the urban areas. Gangers prey on *Citizens*, run from the *Militia*, and fight the *Survivors*.

3.4.4 MILITARY

As the outbreak spread they were the last hope for law and order, but as time went by their cohesion diminished and the individuals went off on their own. *Until then, Military characters are usually Non-Player Characters run by the game mechanics.*

3.4.5 MILITIA

After the zeds overran the world, the remnants of the military and police formed militia units. They want to establish order with them in charge. Militia will try to recruit or disarm Survivors and crush the Gangs.

3.4.6 POLICE

At the beginning of the outbreak they were the law and order, but as time went by their cohesion disappeared and the individuals went off on their own. *Police characters are usually Non-Player Characters run by the game mechanics.*

3.4.7 SURVIVORS

This represents the good guys. Those folks that have been placed into horrible situations yet have retained their moral values and are not afraid to do the right thing while caring for themselves and others. Survivors usually inhabit the rural areas. Survivors avoid Citizens, fight Gangers, and don't trust the Military and Militia.

3.4.8 WORKING TOGETHER

There may be times when unusual circumstances or threats may cause different Classes to work together. The classic example would be a Survivor working with a gang of Gangers fighting zombies. This can happen, but when the threat or circumstance is removed, ending the Encounter, the Classes will revert back to their normal behavior.

Players may choose to continue to work with the opposite Classes, but Grunts may choose not to, this being decided by the game mechanics!

3.5 WEAPONS

Most figures are assumed to have a ranged weapon. Some may have a second or even a third weapon. It's best to use the weapons that are on the figure, but that's up to the player. Weapons are covered in more detail in the appropriate sections.

3.5.1 YEAH, BUT WHERE'S THE...

In *All Things Zombie - Fade to Black* we have grouped weapons into broad categories. If you don't see a weapon listed, use the stats for a

weapon in the category that best fits it.

3.6 PROTECTION

Occasionally some characters may have some sort of defensive armor such as flak jackets or body armor. In these rare cases the character is *protected*. Here's how we do it:

- This allows the protected character to count a +1d6 bonus in melee.
- Also will count as missed on the Ranged Combat Table (7.5) when an 8 or 9 is scored.

STOP!

Attributes are used in *All Things Zombie - Fade to Black* to further differentiate your characters.

Stars start with two Attributes, the first one rolled at random and the second one chosen.

Grunts have one Attribute rolled at random.

There are six Character Classes in ATZM. They are:

- Citizen – That's you for the first 20 days.
- Ganger – You can choose this Class on the 21st day.
- Military – These are usually NPCs. What's a NPC?
- Militia – You can choose this Class on the 21st day.
- Police – These are usually NPCs.
- Survivor - You can choose this Class on the 21st day.

Review the section called Citizen No More (3.4.2.1).

Most characters will have one or more weapons.
What does Protection do?

Now let's form your band of characters.

4.0 FORMING YOUR BAND

In *All Things Zombie - Fade to Black* the game revolves around you – a Star. You can recruit NPCs to your group or band as we call it. I recommend starting the game alone and finding other characters to recruit during Encounters. If you think that's too tough don't worry, just check out the next section for a shortcut.

4.1 STARTING YOUR BAND

You will start the game by yourself, the Star. You can recruit characters during the game using the Talk the Talk Table (12.13) or use the following procedure if you want to start with a band. Here's how we do it:

- *During the first 20 days you can only recruit Citizens.* If you like you can pretend they are family members, co-workers, or even people you have never met before, but they can only be Citizens.
- Go to the appropriate NPC Generator Table (3.5.2) for the Class and roll up their stats.
- Roll 1d6 and go down the left-hand column to the appropriate row. Go across to see the NPC you have recruited.
- You cannot recruit a Grunt with a higher Rep than yours. If you roll a higher Rep Grunt just re-roll.
- The number of figures in your band cannot exceed your Rep, including yourself. So if you are Rep 5 you could recruit four Grunts. As your

Rep decreases, one band member at random, will leave. As your Rep increases, you can recruit one band member.

- You can only recruit Grunts from the same Class, both at the start of the game and during it.

Now that you understand how to form your band let's talk about groups. A group is *not* the same as your band and it is defined during the game.

4.2 GROUPS

At the start of the Encounter (14.0) each player and must deploy their figures into groups. Here's how we do it:

- A *group* is any number of figures that will activate at the same time. The smallest group is 1 figure; there is not a maximum.
- Figures that start the turn in the same group will activate at the same time.
- Figures in a group can have different Reps.

4.2.1 GROUP COHESION

Groups will activate based on the Rep of their group Leader. For figures to be in the same group they must:

- Start within 4" of one or more Carrying On figures in the group, whether in Line of Sight (7.1) or not.

If the above requirement no longer applies, the figures are in separate groups. Note that this can occur at any time during the turn!



Example - In the picture above we see a 5 figure group. All of the figures are within 4" of another figure.



Example - In this picture one member of the group (D) has been hit and is no longer functioning. This could be out of the fight or obviously dead, but as he is not able to carry on the link between figures is broken. There are now two groups (A, B, and C are one group while E is another) and they will activate separately.

4.2.2 SPLITTING UP GROUPS

Groups are not permanent and use the following rules:

- You can form up or break apart your group into larger or smaller groups at any time during the turn when you are active or when forced to by reaction.
- For activation purposes groups are defined at the start of the turn.
- You may combine groups during the turn to form a single group. These groups can now move, shoot, etc. as one group with the restriction that no figure may exceed their available movement for the turn.



Example - In the above picture E has activated and moved 4" to join the other group (A, B and C). Figure E can now move the remainder of its movement, including a Fast Move, taking A, B, and C with him. None of the figures may exceed their available movement for the turn.

4.3 LEADERS

There are two types of Leaders in *All Things Zombie - Fade to Black*.

- **Star Leaders.** This is you and non-player Star Leaders, if you choose to use them.
- **Temporary Leader.** This is the figure with the highest Rep in a group when it is not led by a Star.

Example - Billy Pink is the Star of a small group of Gangers. He decides to move off 8" by himself to outflank a Survivor while the group moves forward. This effectively splits the group into two. The other group consists of three Gangers, one Rep 4 and two Rep 3s. The Rep 4 is the Temporary Leader of that group.

4.3.1 STAR LEADERS

Star Leaders have two functions in *All Things Zombie - Fade to Black*.

- A Star Leader determines when the group will activate based on his Rep.
- They are allowed to use Leader Die (4.3.4).

4.3.2 TEMPORARY LEADER

A Temporary Leader has one function in *All Things Zombie - Fade to Black*. A Temporary Leader determines when the group will activate based on his Rep.

4.3.3 REPLACING THE LEADER

After the game, if the original Leader was killed, the Temporary Leader or another character will assume leadership of the band or it will disband.

4.3.4 LEADER DIE

Leader Die represents the ability of the Leader to lead his band and to guide them through tough situations. The Leader Die is an off color d6 that the Leader rolls in addition to his original d6, only when he is with a group, and not when he is on his own! The result of the Leader d6 is used to influence the 2d6 rolled by each figure in his group. Here's how we do it:

- The Leader Die is only used on the Received Fire (5.6.3) and Man Down (5.6.4) Reaction Tests.
- To use the Leader Die roll 1d6 and compare the result to the Rep of the Leader.
 - If the score is equal or less than the Rep of the Leader it has passed 1d6.
 - If the score is higher than the Rep of the Leader it has passed 0d6.
- If the Leader Die is passed all the figures in the Leader's group will add one passed d6 to their own results.
- The Leader Die is rolled even if the Leader does not qualify for the Reaction Test.

Example – Sooze (Rep 5) is the Leader of a group of Gangsters composed of herself and two Grunts, one Rep 4 and one Rep 3. They run into a group of rival Gangsters and her Grunts come under fire. After all In Sight actions are resolved, the two Grunts that came under fire must now take the Received Fire Test (5.6.3). Sooze was not fired on so does not have to take the test.

I pick up 1d6 for my Leader Die. I roll 1d6 and score a 3 on the Leader Die meaning that I have passed, based on Sooze's Rep, and can now add this pass 1d6 result to however many d6 the Grunts pass.

Each Grunt now rolls their 2d6 individually. The Rep 3 scores a 5 and 4 so passes 0d6 on his own. He adds the pass 1d6 from the Leader Die for a

net of pass 1d6.

The Rep 4 Grunt scores a 5 and 3 so passes 1d6 on his own. He adds the pass 1d6 from the Leader Die for a net of pass 2d6.

Note that because the two Grunts passed different numbers of d6 they may behave differently.

STOP!

All Things Zombie - Fade to Black is

a figure based game about Stars and Grunts.

Stars represent you the player and have four advantages over Grunts. What are they?

In addition to Reputation your Star and your band will have Attributes. How do you and they get these Attributes?

What are the Classes found in All Things Zombie - Fade to Black? How do they affect the way you recruit your band?

How many inches between figures can there be and still have group cohesion?

What's a Leader Die? How is it used? Who can use it?

How does the Medic Attribute work?

Take a few minutes to answer these questions then recruit your first band.

Remember that the maximum size of your band is equal to your Rep, including yourself.

You cannot recruit Grunts higher than your own Rep.

5.0 TURN SEQUENCE

Now let's go over the rules in *All Things Zombie - Fade to Black* as you will be exposed to them, starting with the Turn Sequence.

All Things Zombie - Fade to Black is played in turns with each turn divided into two phases of activation, one per side. *Activation* means that the active player can activate (movement and other actions) his groups. Although games, called Encounters (14.0), can last an unlimited number of turns, each turn follows a strict sequence.

- Before the game begins both sides choose a d6 of different colors.

Example - *I choose a blue d6 for my side and a red one for the other – the zombies.*

- At the start of each turn both dice are rolled. This is called rolling for activation.
- If the die scores are the same (doubles) neither side will activate. Re-roll the die
- If the die scores are not doubles read each die individually. The higher score determines which side will activate its groups first. In some cases there may be PEFs (12.0) activating instead of groups.

Example - *The two dice are rolled and a blue 5 and a red 4 are rolled. I scored higher so I can activate my groups first.*

- Only groups led by a Leader with a Rep equal to or higher than his activation die score can be activated.
- Groups are activated from highest to lowest Reps with ties activating in the order the player desires.

Example - *A blue 5 and a red 4 were rolled. The blue d6 scored higher so I activate first. I can only activate groups that are led by a Rep 5 or higher Leader. I have a group with a Rep 4 Temporary Leader, it cannot activate, but I don't worry as it can always react.*

- After the first group has completed all its actions and any reactions it may have caused have been resolved, the active side is allowed to proceed to its next group.
- After all of the first side's groups have been activated the other side can activate one group at a time based on the result of its activation die roll.

Example - *A blue 5 and a red 4 were rolled. I have finished activating all the groups I wanted to. It is now the red sides turn. Red can only activate groups that are led by a Rep 4 or higher Leader.*

- After both sides have activated all of the eligible groups that they want and all reactions have taken place the turn is over and the activation dice are rolled again signifying the start of a new turn.

This system will mean that many times lower Rep groups will not be able to move. This reflects their lack of confidence and hesitancy to engage the enemy. *It also stresses the importance of putting higher Rep Leaders with lower Rep groups!*

5.1 MULTIPLE SIDES

There may be times when there is more than one human side in the game. These can be player and Non-Player. Here's how we do it:

- The players decide to play the game on opposite sides.
- The players decide during the game to play on opposite sides.

- A PEF is resolved as Non-Player Characters.

When this occurs we handle activation with the following changes:

- Each human faction has their own activation d6. Be sure to make it a different color than any already being used.
- Humans will activate in the order based on their individual d6 rolled.
- If any ties are rolled simply roll off to determine the order of activation.
- Choose one of the human dice to be compared to the zombie die for the purposes of rolling doubles. If doubles are rolled the sides that rolled them will not activate that turn, but the non-doubling side will.

Example – Billy Pink is a Survivor using a blue d6. The zeds (zombies) use a pink d6. During the game Billy runs into a group of NPC Gangsters. A separate d6 is added to represent them, I choose a red d6.

Next turn I roll all 3d6 and score a blue 5, pink 3, and red 2. Billy goes first, then the zeds, and finally the Gangsters.

Now that you know the turn sequence we will explain the rules in the order that they will occur during the game turn.

5.2 ACTIONS

When a group is active the figures in the group can voluntarily do one of the following actions.

- Move up to full distance.
- Stay in place, changing the way it is facing if desired.
- Drop prone at any time during its move.

In addition, the figure can perform one of these

actions as well.

- Active fire if loaded, even if having fired previously in reaction.
- Pick up dropped weapons or Items, theirs or those belonging to other characters.
- Charge into Melee (8.2) before or after it has moved as long as the total distance moved does not exceed a successful Fast Move (5.3.2).

5.3 ACTIVE MOVEMENT

In this section we explain the rules for moving your figures when active.

5.3.1 NORMAL MOVEMENT

Normal movement is 8" unless specified differently by any Attribute (3.3).

5.3.2 FAST MOVEMENT

A group can attempt to Fast Move. Remember that a group is one or more figures and can be of different Reps. Here's how we do it:

- Declare the intent of the figures that want to Fast Move.
- Roll one set of 2d6 for *the whole group* and compare each die score individually to the Rep of that figure. Do not use the Leader Die. If a figure has the Fast Attribute (3.3) roll an additional odd colored d6 and apply the result only to that figure.
- For each d6 passed, the figure is allowed to add half its normal movement in inches onto its normal movement.

Example – A group of three figures want to Fast Move. Here's how the group will move.

I roll 2d6 for the whole group and score a 3 and a 5. The Rep 4 Grunt has the Fast Attribute so I roll an odd colored d6. The Rep 5 Leader passes

2d6 and may add up to 8" more to his normal movement of 8"

The Rep 4 Grunt with the Fast Attribute passes 1d6 out of the 3d6 and may add up to 5" more, to his normal movement of 10".

The Rep 3 Grunt passes 0d6 and may add up to 0" more to his normal movement of 8". He still counts as moving fast.

Fast Movement may be attempted regardless of how close the enemy is and at any time during the turn, even if to qualify for a Charge into Melee Test (8.2). If attempted after the figure has partially moved, add the additional Fast Move distance to its remaining move distance.

Example - *Billy Pink, a Star, moves 6" into sight of a PEF – leaving him 2" of normal movement left. The PEF is resolved and is a pack of three Gangers. Billy scores better on his In Sight Test and he chooses to run for it. He takes the Fast Move Test and scores an additional 4" of movement. He is allowed to add this to the 2" of remaining move so moves another 6".*

5.3.3 GOING PRONE

During the turn a character may go prone. Here's how we do it:

- Active figures that choose to go prone can fire any time before or after going prone.
- A figure forced to go prone by a reaction result cannot fire.
- To regain their feet takes half of their movement distance.
- Moving prone, at a crawl, is at half normal movement. Crawling characters can attempt a Fast Move, but at a -1d6 penalty and additional movement is based upon their crawl speed.

5.4 INVOLUNTARY MOVEMENT

Sometimes a figure may be forced into Involuntary Movement or Actions by the results of a Reaction Test. Let's cover each one in detail.

5.4.1 CARRY ON

The tester continues the fight and can act when active and react when called upon.

5.4.2 CHARGE INTO MELEE

The tester and target take the Charge into Melee Test (8.2).

5.4.3 DUCK BACK

The tester is trying to find cover. Here's how we do it:

- Move to the nearest cover within 6". This can be in any direction, even forward.
- If no cover is available within 6" the figure will drop prone in place, ending its turn.
- It may not fire until next active unless caused by a subsequent Reaction Test.
- Figures in Duck Back cannot see or be seen by the cause of the test, but those that go prone can.

5.4.4 RUN AWAY

The figure is leaving the Encounter and is immediately removed from the table.

STOP!

Grab two d6 of different colors. Grab two figures from opposing sides and place them on the table 12" from each other. One side will use one colored d6 while the other side will use the other. Both sides have a Rep of 4.

Roll for activation. Which side scored the higher number? Can that figure activate? Did you roll doubles? If so

what happens?

Take a Fast Move Test. If you rolled a 3 and a 6 how far can the figure move?

How is Duck Back different than Run Away?

After you have done these actions it's time to move on to the next section, In Sight.

5.5 IN SIGHT

The In Sight Test is a Reaction Test that is taken differently than the other Reaction Tests (5.6). First, let's explain the difference between being In Sight and not being In Sight.

5.5.1 IN SIGHT OR NOT

Figures are *always* in sight or not in sight.

A figure is in sight when:

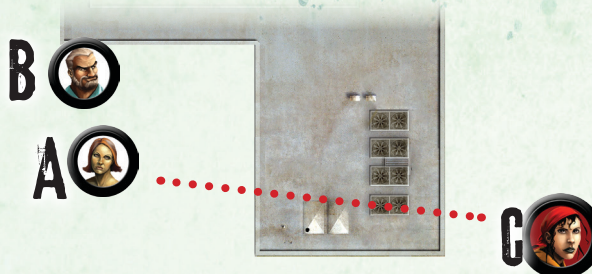
- An enemy figure can trace a Line of Sight (7.1) to that figure. This still applies even if that figure is in cover.
- A figure is not in sight when:
 - » It cannot be seen because of intervening cover. Figures in Duck Back *behind* cover fall into this category.
 - » It cannot be seen due to weather or light restrictions.
 - » It cannot be seen due to an intervening figure.

If there is a doubt as to a Line of Sight, run a string or straight edge between the opposing figures.

5.5.2 TRIGGERING AN IN SIGHT TEST

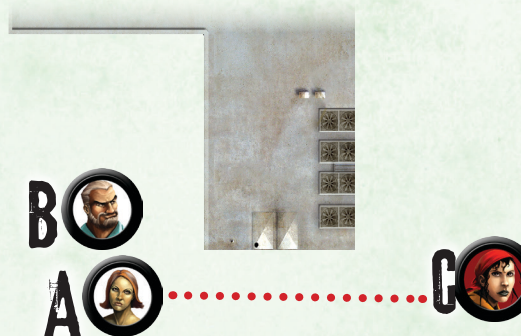
Here's how an In Sight Test is triggered:

- Whenever a group enters into LOS, and was not seen previously during this activation phase, the In Sight is triggered.



Example - In the first picture the white side, A and B, cannot be seen by the black side, C.

- The In Sight Test is triggered as soon as any figure in a moving group comes into sight.



Example - In the second picture white activates and figures A and B move forward. A comes into sight of C triggering the In Sight Test.

- Once the test is triggered the moving group is allowed to move its figures up to two additional inches. This movement could result in the figure going out of sight.



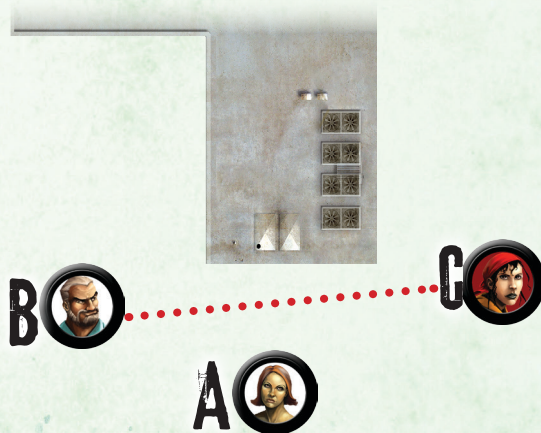
Example - The In Sight is triggered and the figures in the triggering group are allowed to

move two additional inches before the test is resolved. Figure A moves closer to C while B moves to the edge of the barn and into sight of C. Only one test is taken by everyone that is in sight of an enemy.

5.5.3 TAKING THE IN SIGHT TEST

After the triggering group has moved up to two additional inches the In Sight Test is taken. Here's how we do it:

- Consult the In Sight Test (5.5).
- Only the Leader of each group, Star or Temporary, takes the test.
- Each Leader starts with 1d6 per point of Rep.
- Modify the number of d6 each Leader rolls by any applicable Circumstance.
- There is no maximum number of d6 that can be rolled.
- There is no minimum number of d6 that can be rolled.
- Both Leaders roll their modified d6 total looking for successes - score of 1, 2 or 3.
- The Leader that scored the most successes allows its group to act.
- The other group will only be able to react.
- If Leaders score the same number of successes, re-take the test.
- The moving side wins the In Sight only if it scores more successes.



Example - In the previous picture the two Leaders (B and C) have rolled their d6 and counted their successes, scores of 1, 2, or 3. B's group will act while C can only react.

5.5.4 RESOLVING IN SIGHT ACTIONS

The group that won the In Sight can now act. Here's how we do it:

- Each figure in the group that scored the most successes consults the In Sight Resolution Table (5.5.4).
- What actions the figure will take depends upon if the figure is a Star or Grunt.
- All the figures that will fire now declare their targets.
- After all actions are taken by all figures in the winning group, the opposing side will take any necessary Reaction Tests (5.6).

5.5.5 TARGETING

When firing due to an In Sight Test, figures will usually target the enemy figure closest to them. A figure cannot be targeted a second time until all figures have been targeted at least once.

Stars and those taking active fire can choose their targets as desired.

5.5.6 CITIZENS BROWN PANTS RULE

Being an average Citizen faced with a life threatening situation could be overwhelming for that person. This rule reflects that situation and is only used by Citizens. Here's how we do it:

- When it's time for a Citizen to act due to winning an In Sight, roll 1d6 versus its Rep.
- If it passes 1d6 it will act normally.
- If it passes 0d6 it will immediately Duck Back instead.

5.5.7 IN SIGHT RESOLUTION

The group that has won an In Sight will now act. Here's how we do it:

- Consult the In Sight Resolution Table.
- Starting with the highest Rep and going to the lowest, go down the table to the appropriate Circumstance and determine the action of the character.
- Stars can act differently than Grunts.
- Use the Citizen Brown Pants rule.
- All figures will be targeted before any fire is resolved.



Example - In the previous picture B's group goes first. He is a Grunt so looks on the In Sight Resolution Table for his possible actions. He can fire so will fire. A checks his action and will also fire. As C is the only target, both figures fire at him. C is hit and suffers an Obviously Dead and Out of the Fight result.

If C was a Star, he could use Star Power to reduce damage down to Carry On – resulting in C having to Duck Back.

5.5.8 WHAT NOW?

Let's re-cap events.

- All figures that can act during the In Sight have acted.
- All figures in the opposing group that must take Reaction Tests have taken them and their reaction resolved.
- Active figures can now continue their remaining active actions, which could be moving and/or shooting.

5.5.9 MOVING AND IN SIGHT

After the In Sight Test is completed and all actions and reactions taken, figures in the moving group that triggered the test can continue their movement. This movement could trigger a new In Sight Test.

5.5.10 NEW INSIGHTS

New figures coming into sight, even if from the same group that triggered the previous In Sight, will trigger a new In Sight Test.



Example – In this example figure A acts and moves towards C and now comes into the sight of figure D. A has triggered a new In Sight. A is allowed to move two additional inches before the In Sight between D and A takes place and new d6 are rolled. If loaded A could fire again.

STOP!

The In Sight can be the hardest game mechanic for gamers new to THW to understand. Let's review.

1 – When the first figure in a group that was not In Sight moves Into Sight the In Sight Test is triggered.

2 – After all figures in the triggering group have moved up to two additional

inches; all figures with LOS to opposing figures are involved in the In Sight Test.

3 – Only the Leader of each group will roll d6 equal to their Rep and modify the number when applicable.

4 – All dice are tossed looking for successes - score of 1, 2, or 3.

5 – Resolve the action for each figure in the winning group one after the other, from highest Rep to lowest. All figures shooting must declare their targets before any firing is resolved.

6 – After all figures in the winning group have resolved their actions, the opposing group takes all the appropriate Reaction Tests and resolves their reactions, the game continues.

Now take two figures and place them out of sight of a third, opposing figure. All are Rep 4.

Move the two figures into sight and take an In Sight.

5.6 REACTION

This section covers the heart of the Two Hour Wargames system. It is called the *Reaction System*. Figures will take Reaction Tests during the game when called upon as circumstances arise. Reaction Tests reflect how a figure will perform when under physical, mental, or emotional stress during the fight. Here's a list of the Reaction Tests in *All Things Zombie - Fade to Black*:

- In Sight Test (5.5.3).
- Received Fire (5.6.3).
- Man Down (5.6.4).
- Charge into Melee (8.2).

All of the tests can be found together on the Player Aid Cards.

The In Sight is taken by the group Leader while the Received Fire, Man Down, and Charge into Melee Tests are taken by each figure individually; rolling 2d6 versus its Rep.

5.6.1 EXCEPTIONS

Reaction Tests are taken immediately when called for with the following two exceptions:

- *Charge into Melee* - When figures roll to Charge into Melee (8.2), they do *not* to take Reaction Tests.
- *In Sight* - All Reaction Tests that are called for by any action taken during the In Sight process are not taken until after all figures that have won the In Sight have resolved their actions.

Example - Billy Pink and two Gangers come into sight and take the In Sight Test. Billy Pink scores more successes so wins the In Sight. He fires at the Ganger and misses. The Ganger that was fired on now reacts.

5.6.2 TAKING A REACTION TEST

We have already covered the In Sight Test and will cover the Charge into Melee Test (8.2) later in the book. Let's see how the Received Fire and Man Down Reaction Tests are taken. Here's how we do it:

- Determine which figure must take the test or tests.
- Refer to the appropriate Reaction Tests based on the Class of the figure taking the test.
- Determine which test or tests apply.
- Roll 2d6 versus the Rep of the figure taking the test.
- Roll a Leader Die if applicable.
- Determine how many d6 were passed.
- Consult the appropriate test and immediately carry out the result.

Example - A Citizen, Rep 4, without a Leader, must take the Received Fire Test so rolls 2d6 versus its Rep. He scores a 3 and 5 and passes 1d6. Looking on the Citizen Reaction Tests under the Pass 1d6 column I go down to the Received Fire Test. The Citizen will Run Away.

5.6.3 RECEIVED FIRE

Whenever a figure receives fire it will take the Received Fire Reaction Test. More than one figure firing at the *same target at the same time* will cause only one Received Fire Test to be taken.

5.6.4 MAN DOWN

Each time a figure sees a friendly figure within 4" go Out of the Fight, Obviously Dead, or Run Away it will take the Man Down Test.

5.6.5 MULTIPLE TESTS

There may be times when a figure qualifies for both Reaction Tests. In this case the one set of d6 that are rolled for the figure is applied to both tests with the worse result being counted. Here are the results from best to worst:

- Carry On.
- Fire.
- Charge into Melee.
- Duck Back.
- Run Away.

Example - Three Citizens fire at three Gangers. One hit is scored, the Gang Leader. The remaining Gangers each roll 2d6 versus their Rep and apply the results to the Man Down Test and the Received Fire Test. Each Ganger must take the worse result.

The 1st passes 2d6 so scores a Carry On and Fires. He will fire at the Citizens that fired at him.

The 2nd passes 1d6 so scores a Duck Back. He now Ducks Back for cover.

5.7 STATUS AND ACTIONS

The Reaction Tests can change the status of a figure and force it to act in a specific way. Here we will explain the terms found on the Reaction Tests and the types of damage that can occur.

5.7.1 CARRY ON

The figure is in good order and can act and react.

5.7.2 CHARGE INTO MELEE

If the figure is able to move to within one inch of an enemy, the figure will take the Charge into Melee Test (8.2).

5.7.3 DUCK BACK

The tester is trying to find cover. Here's how we do it:

- Move to the nearest cover within 6". This can be in any direction, even forward.
- If no cover is available within 6" the figure will drop prone in place, ending its turn.
- It may not fire until next active unless caused by a subsequent Reaction Test.
- Figures in Duck Back cannot see or be seen by the cause of the test but those that go prone can.

5.7.4 OBVIOUSLY DEAD

The figure has taken damage that is so severe it is obvious from a distance that the figure is dead.

5.7.5 OUT OF THE FIGHT

The figure has taken serious damage and cannot continue the Encounter. He cannot move on his own and must be retrieved by others. Out of the Fight figures remain that way until after the Encounter is over unless a character with the Medic Attribute (Table 3.3) spends one turn of activation with him.

When he does, the Out of the Fight character can take the Recovery Test (8.4).

5.7.5.1 RETRIEVING WOUNDED

Players can attempt to recover their wounded during the Encounter. Here's how we do it:

- Figure moves adjacent to the wounded figure.
- Figure picks up the wounded figure and reduces remaining movement by 2”.
- Figures carrying wounded can take the Fast Move Test, but will only count the result of the best d6.
- Figures can fire weapons when retrieving wounded figures. They cannot reload weapons.
- Figures charged while retrieving wounded will drop the wounded.

5.7.6 RUN AWAY

Figure has quit the Encounter and is removed from the table.

STOP!

Take out two opposing Ganger figures and place them 12” apart and out of sight of each other. Both are Rep 4.

Roll activation. Who goes first? Did you roll doubles? If you did what happened.

Move one figure into sight of the other. Resolve the In Sight. Who went first? Assume that the active figure has fired at the inactive figure and has missed and the In Sight has been resolved. What Reaction Test is taken? Review the three different results for the test when passing 2d6, 1d6, and 0d6. Did you use the Ganger Reaction Tests? Now look at the results for a Citizen and Militia character.

Remember that taking the time to review and do these little exercises will make the rules easier to understand and your games more fun.

6.0 RANGED COMBAT

There are two ways to inflict damage in *All Things Zombie - Fade to Black*. The first way is through ranged weapons fire (shooting) and the other is through melee (hand-to-hand combat). Let's go into detail about the weapons.

All ranged weapons are defined by type and in some cases weapons have been lumped into broader categories. Ranged weapons are defined by four characteristics found on the Ranged Weapons Table (6.1).

6.1 TYPE

Here are the types of weapons used in *All Things Zombie - Fade to Black*.

ASSAULT RIFLE (AR) – Assault Rifles have a range of 48”, Target of 1 or 3 and an Impact of 3.

BA PISTOL (BAP) – Big A\$\$ pistols have a range of 12”, Target of 1 or 2 and an Impact of 2.

BOLT ACTION RIFLE (BAR) – Rifles have a range of 48”, Target of 1 and an Impact of 3.

MACHINE PISTOL (MP) – MPs have a range of 12”, Target of 3 and an Impact of 1.

PISTOL (P) – Pistols have a range of 12”, Target of 1 or 2 and an Impact of 1.

SHOTGUN (SG) – Shotguns have a range of 12”, Target of 3 and an Impact of 2. They also use the following rule.

- When firing the shotgun the shooter is

allowed to roll 6d6 instead of 3d6.

- He counts only the best 3d6 for damage.
- He counts all 6d6 rolled for purposes of Tight Ammo (6.7).
- He counts all 6d6 for generating zombies (10.2.3).

Example – Jim Bob Joe fires at three targets. He scores a 1, 1, 2, 4, 5 and 6. He counts the 4, 5 and 6 for hitting the target. He also counts the two ones for tight ammo purposes so he is out of ammo. He counts all 6d6 for generating Zombies.

SAW (SAW) – Squad Automatic Weapons have a range of 48”, Target of 4, and an Impact of 3.

SUB-MACHINE GUN (SMG) – SMG has a range of 24”, Target of 3 and an Impact of 1.

6.2 RANGE

The range listed for every weapon is its effective range or the range that the shooter feels he has a reasonable chance of hitting the target. This range is considerably shorter than the maximum range of most weapons.

6.3 TARGET RATING

The maximum number of shots or d6 rolled when the weapon is fired by the figure. Each d6 has the potential to do damage to a target and any or all dice may be applied to one or more figures. Target Rating also defines the arc of fire (swath) of the weapon.

Example – A submachine gun (SMG) with a Target of 3 may fire at up to three targets in a three-inch swath (arc of fire).

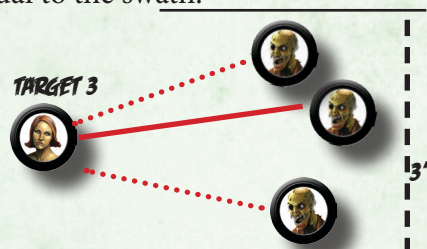
Weapons with two Target Ratings such as 1 and 3 can be fired using either one at the player's discretion.

6.4 IMPACT

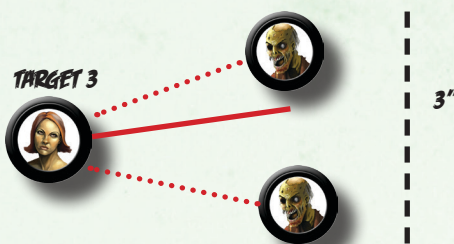
Impact is the lethality of the weapon; the higher the Impact, the deadlier the weapon.

6.5 ARC OF FIRE OR SWATH

Each weapon has an arc of fire or *swath* equal to 1” for each point of Target Rating it has. The first figure fired at defines where the arc of fire begins. All figures in the arc, up to the number of Targets, can be fired upon. The maximum distance between the first and last figure in the arc is equal to the swath.



Example - In the above picture the shooter is using a Target 3 SMG with a 3” swath. He is allowed to shoot up to 3 targets, one per each point of Target Rating.



Example - In this picture the shooter is using a Target 3 SMG with a 3” swath. He is allowed to shoot at both targets, but as the two are over one inch apart he must burn one of the shots at the empty space in between. Note that this would still be the second highest die score!

6.6 FIRING TWO WEAPONS AT ONCE

It is possible to fire two weapons at the same time. This results in more firepower, but at the cost of reduced accuracy. Here's how we do it:

- Figures firing with two weapons will count the Firing Two Weapons penalty on the Ranged Combat Table (7.5).

Which two weapons can you use together? Any two that you want, it's your game.

6.7 TIGHT AMMO

Ammo in *All Things Zombie - Fade to Black* is pretty much unlimited. However, there is still a chance that a weapon may temporarily run out and must be reloaded. Here's how we do it:

- Anytime two or more ones are rolled when firing a weapon it is out of ammo and cannot be fired again until reloaded.
- It takes one turn of activation to reload the weapon.
- Figures reloading weapons may move, but cannot exceed their normal movement.
- Grunts will always reload.

The weapon is considered out of ammo after all d6 have been applied for the purposes of hitting.

Example – *Jim Bob Joe fires at three targets. He scores a 1, 1 and 6. He counts the 1, 1, and 6 for hitting the target. He also counts the two ones for tight ammo purposes so he is out of ammo.*

6.8 MAKE YOUR OWN WEAPONS

Some weapons aren't listed in *ATZM*, but you can choose to make your own weapons. Just pick and choose the stats that most reflect the weapon and add any special modifiers. Here's an example of how we do it:

- I want a crossbow.
- I figure it's like a Bolt-Action Rifle.
- But the Range would be 24" instead.
- The Target would be 1.
- Impact would be a bit lower so call it 2.
- It would need to be reloaded after every shot.
- It wouldn't make any noise so doesn't generate Zombies.

7.0 SHOOTING

Shooting a weapon and hand-to-hand combat are distinctly different ways of inflicting damage. This is reflected by the different game mechanics used in *All Things Zombie - Fade to Black*.

7.1 LINE OF SIGHT

To shoot something you must first be able to see it. A straight line from the shooter to the target is called a Line of Sight or LOS. LOS is measured from figure to figure.

7.2 RESOLVING FIRE

Fire continues between figures until only one is able to return fire. This can happen for the following reasons.

- Run out of ammo by rolling two or more ones.
- Someone has Ducked Back.
- Someone has Run Away.
- Someone has been hit by fire.

It is common for figures to fire multiple times in one turn, both when active and in reaction.

Example – *Survivor Char wins the In Sight and can act. Looking at the In Sight Resolution Table (5.5.4) for a Grunt she fires her BAP at Gnarly and misses. Gnarly takes the Received Fire Test, passes 2d6, and fires back with his Assault Rifle.*

Gnarly misses and Char must take the Received Fire Test. She passes 1d6, so Ducks Back. This ends the firing between the two figures.

7.3 ALLOCATING FIRE

When shooting, the player must designate who he will fire at. Here's how we do it:

- A figure may fire at up to one target for each point of the weapon's Target

Rating staying within its arc of fire (6.5).

- The shooter declares who are the targets.
- Before firing the shooter declares how many shots will go onto each target. It is possible for one target to have more than one shot on it.
- Roll the dice and arrange the dice from the highest to the lowest.
- Apply the dice to the targets as stated prior to shooting with the highest d6 on the first target.

Example – Carlos fires his AR at Dez and Char. He declares to fire 1d6 at the first target, Dez, and the rest at Char. Carlos rolls a 5, 1 and 2. The d6 are laid out from high to low (5, 2, and 1). The 5 will be applied to Dez and the rest applied to Char.

7.4 TARGETING

Who does a figure fire at? Here's how we do it:

- When firing due to an In Sight Test, figures will target the enemy figure closest to them. A figure cannot be targeted a second time until all figures have been targeted at least once.
- During active fire the shooter may target specific figures regardless of proximity.
- Stars can always choose their target whether taking an active fire or due to an In Sight Test.

7.5 SHOOTING SEQUENCE

Use the following procedure to shoot a weapon:

- Declare the targets and number of d6 to be rolled per target.
- Shooter rolls 1d6 per each point of Target Rating.
- Arrange the d6 from highest to lowest.
- Place the d6 on the appropriate, pre-declared, target.

- Add the Rep of the shooter to each d6 individually.
- Consult the Ranged Combat Table (7.5) to determine if there's a hit.

Example - Billy Pink fires his BA pistol at Carlos who is in cover. Billy rolls a 3 and 6. Each die score is added individually to his Rep of 5. This results in a score of 8 which is a miss because Carlos is in cover and an 11 which is a hit.

7.6 RESOLVING DAMAGE

Once a hit has been scored we must see if any damage was inflicted. Here's how we do it:

- Consult the Ranged Combat Damage Table (7.6)
- Roll 1d6 versus the Impact of the weapon.
- If a "1" is scored the target is Obviously Dead.
- If the score is equal or lower than the Impact of the weapon, but not a "1", the target is Out of the Fight.
- If the score is higher than the Impact the target will Duck Back.
- Note that Zombie damage will be a bit different.

7.6.1 TYPES OF DAMAGE

There are three types of damage in *All Things Zombie - Fade to Black*. They are, in order of severity from least to most:

7.6.2 -1 TO REP

This is a temporary loss of Rep due to losing a melee. After all melees are over, the temporary Rep loss is recovered.

7.6.3 OUT OF THE FIGHT

The figure has taken a potentially fatal wound and cannot continue the battle. He cannot move on his own and must be retrieved by others. However, he could be helped by a character with the Medic Attribute (Table 3.3).

7.6.4 OBVIOUSLY DEAD

The figure has taken damage that is so severe it is obvious from afar that the figure is dead.

Example - Billy Pink (Rep 5) is firing his BAP at a Rep 3 Ganger behind a small wall. Billy is allowed to roll 2d6 for his weapon which has a Target Rating of 1 or 2. He rolls a 3 and a 6.

Adding each score to his Rep he has a total of 8 and 11. Looking on the Ranged Combat Table we see that the Ganger is in cover so the 8 is a miss. The 11 is a hit so Billy now rolls on the Ranged Combat Damage Table. He rolls a "3" which is greater than the Impact of 2; the Ganger Ducks Back.

7.7 FIRING AT CARRYING WOUNDED

When firing at a character carrying a wounded character the wounded character counts as cover. If a miss is scored due to being in cover, the wounded figure has been hit instead. Resolve damage normally.

7.8 PITIFUL SHOT

Rep 2 and Rep 3 figures are allowed to use the *pitiful shot* rule. Here's how we do it:

- The character shoots his weapon and rolls a 6.
- If he cannot hit the target he is allowed to roll another 1d6.
- If he scores his Rep or less he has hit the target. Any other score is still a miss and the target must take the Received Fire Test.

Example – Char (Rep 3) fires at Reed who is in cover. She scores a 6, but still cannot score a hit. She can use the Pitiful Shot rule and rolls another 1d6 and scores a 2. Reed has been hit.

7.9 AUTO-KILL OR CAPTURE

If an active figure comes into contact with

an Out of the Fight figure he can choose to automatically dispatch the figure or capture him. This can occur on the same turn of activation that the figure was damaged.

STOP!

Take two sides of two figures each. Have one side represent Gangers and the other side Survivors. Do the following:

Place each side 12" from each other.

Make all of them Rep 4.

Give them a variety of weapons.

Either the Gangers (1 - 3) or Survivors (4 - 6) will be active.

Roll an In Sight Test. Remember that only the Leaders will take the test.

Resolve the In Sight Test.

Resolve any hits.

Take any Received Fire or Man Down Tests.

How do you reload a weapon?

8.0 MELEE

When figures come into contact via the Charge into Melee Test they enter into melee (hand-to-hand combat).

8.1 MELEE WEAPONS

There are two types of melee weapons. They are:

- **One-Hand Melee Weapon** – A weapon used with one hand such as an axe or

club. They count a +1d6 when rolling on the Melee Combat Table (8.3).

- **Two-Hand Melee Weapon** – A weapon used with two hands such as a baseball bat. They count a +2d6 when rolling on the Melee Combat Table. When using it with one hand it will count a +1d6 instead.

8.2 CHARGE INTO MELEE TEST

The only way to enter melee is via the Charge into Melee Test. Here's how we do it:

- The charging figure is active or is directed to charge via a Reaction Test result.
- The charging figure must be able to contact the target.
- The charging figure must have a clear LOS to the target.
- Chargers can declare a charge at any time during their turn even if the target was out of LOS at the start of the charger's turn.

8.2.1 HOW TO CHARGE INTO MELEE

Here's how the Charge into Melee Test is taken:

- Move the charger to 1" from the target. After the test is resolved, the charger is moved into base to base contact with the target.
- Each figure involved in the charge rolls its own d6. If charged by more than one charger, apply the target results to both chargers, taking the worse result.
- If the target is allowed one shot on each target he can only fire one shot on the target he chooses.
- Each figure starts with 2d6 and modifies the number by any applicable circumstances.
- All figures roll the modified total of d6 and compare the scores against their Rep.
- Determine how many d6 are passed for each figure.

- If the Charger passes more d6 than the Target, it enters melee and the Target cannot fire. Otherwise, the Target fires at full Target Rating.
- Immediately carry out the results.

Example – A Ganger (Rep 4) activates and moves 3" forward into sight of a Citizen (Rep 3). An In Sight is taken and the Ganger wins. He declares a charge and both figures take the Charge into Melee Test.

Ganger rolls 2d6 versus its Rep and passes 2d6. The Citizen rolls 1d6 versus its Rep and passes 1d6. As the charging Ganger passed more d6, the Citizen cannot fire and the Ganger is moved into contact.

8.2.2 CHARGED TO REAR

Figures charged to their rear are assumed to turn around to melee, but cannot fire.

8.3 MELEE COMBAT

After the Charge into Melee Test has been taken, move the charger into contact with the target. Now it's time to melee. Here's how we do it:

- Consult the Melee Combat Table (8.3).
- Each figure starts with 1d6 for each point of Rep.
- Add or subtract d6 based on any applicable Melee Weapon, Attribute or Circumstance.
- Each figure rolls its modified total of d6 counting all successes - scores of 1, 2 or 3.
- If one figure has scored more successes than the other it has won the round of melee.
- The winner now rolls on the Melee Results Table (8.3.1).
- If both figures score the same number of successes, another round of melee is immediately fought.

Example – Sooze (Rep 4) is in melee with a Citizen (Rep 3). Sooze starts with 4d6 for Rep and adds the following modifiers: +1d6 for using a knife, One-Hand Melee Weapon. She rolls 5d6 and scores a 1, 2, 2, 3, and 5 for four successes.

The Citizen starts with 3d6 for Rep and adds a +1d6 for being a Brawler. He rolls 4d6 and scores a 1, 2, 3 and 5 for three successes.

Sooze scores one more success than the Citizen and wins the round of melee.

8.3.1 MELEE RESULTS

After one figure has won a round of melee it's time to see what has happened. Here's how we do it:

- Consult the Melee Results Table (8.3.1).
- Roll 1d6 and read the result as rolled.
- Compare the result to the number of successes more scored by the winner.
- Go down the left-hand column to the appropriate row.
- Go across and immediately carry out the results.

Example – Sooze has beaten the Citizen by scoring more successes in melee. She rolls 1d6 versus the number of successes more she scored in the melee, 1, and scores a 3; a higher score.

Looking on the Melee Results Table we see that the Citizen reduces its Rep by 1 point, down to 2, and another round of melee is immediately fought.

8.3.2 MULTI-FIGURE MELEE

There may be times a figure is charged by more than one attacker. Here's how we do it:

- Place the chargers in base to base contact around the target. Do not worry how they are placed as all melees are considered to occur in the front facing of the target.
- Only one figure at a time can attack a

target, starting with the highest Rep attacker and going to the lowest.

- Any time during the melee Stars may choose when they will take their turn to melee.
- The charger decides in which order the figures will attack when the Reps are the same.
- The attacking and defending figures conduct a round of melee.
- Melees continue until one side has had all of its figures go Out of the Fight or Obviously Dead.

Example - Billy Pink (Rep 5) is in melee with two Gangers. Billy and the first figure fight a round of melee and Billy wins the first round, reducing the enemy's Rep by 1 point.

Another round of melee is fought and Billy knocks his opponent Out of the Fight.

The other Ganger now moves into melee with Billy and melee is fought to a conclusion; the second Ganger is Obviously Dead.

8.3.3 NON-LETHAL MELEE

Not all melee combat need be lethal. Want to use non-lethal melee? Simple, don't use a melee weapon. Here's how we do it:

- Resolve the melee normally.
- Results of Obviously Dead count as Out of the Fight.
- When the injured figure rolls on the Recovery Table (8.4) it will roll 3d6 instead of 2d6, counting the best two results. This allows for accidental deaths.

8.4 AFTERWARDS

After the Encounter, if playing a campaign, Out of the Fight figures and those that have Run Away must test to see if they return. Here's how we do it:

- Consult the Recovery Table (8.4).
- Start with 2d6.
- Add any Medical Supply d6 to the Out of the Fight figure if available.
- Roll the modified number of d6 versus the figure's Rep.
- Determine the number of d6 passed.
- Go down the left-hand column to the appropriate row and across to see the results.

STOP!

Before going any further take two figures (Rep 4) and do the following.

Place them 6" from each other.

Give them different melee weapons.

Choose which of the two will be the Charger.

Take a Charge into Melee Test.

Resolve a melee.

Do this a second time with two figures charging one figure. Did you roll one set of d6 for the target when taking the Charge into Melee Test and apply them individually to both chargers?

Resolve a multi-figure melee.

Now roll twice on the Recovery Table for a Rep 4 Run Away and a Rep 3 Out of the Fight figure.

Now do it using a Medical Supply.

STOP!

Here's a Quick and Easy guide to getting started with ATZM. Here's how we do it:

- Choose your Star's Rep (3.2).
- Roll your Star's 1st Attribute (Table 3.3).
- Choose your Star's 2nd Attribute (Table 3.3).
- Choose your Star's Class (3.4).
- Choose your Star's Weapons (Table 6.1).
- Recruit your Star's Band (4.1).

If playing a Campaign continue on.

- Choose your Star's Items (11.7).
- Choose when the Campaign starts (11.1).
- Choose the Area where you start (11.5).
- Choose your Star's Home (11.13).
- Go to the Campaign Turn Sequence section and begin your first Campaign Turn (11.4).

9.0 TERRAIN

There are two ways to set up the tabletop in *All Things Zombie - Fade to Black*.

- The players lay out the tabletop as desired.
- The players use the following Terrain Guidelines.

Either will work fine and remember it's your game!

9.1 TERRAIN GUIDELINES

It's your game and we're presenting *guidelines* to what your tables should look like. We encourage you to use whatever resources you have and not to worry about specific buildings, etc. In fact we recommend patterning your table top after

your own surroundings. Here's a good starting point:

- Divide the table into nine roughly equal sections. See the following illustration that shows the corresponding number for each section of terrain. In this case the table is square, but you may be using a rectangle. It doesn't matter, just be sure to divide the table into nine equal sections.

1	2	3
4	5	6
7	8	9

- Now decide if you are in an *urban*, *suburban* or *rural* area (11.5).
- If you are in an *urban* area section 2, 5 and 8 will always have a street, four lanes wide, running across the table. If you like you can make section 5 an intersection and have a street running from section 4 to 6 as well.
- If you are in a *suburban* area section 2, 5 and 8 will always have a street, two lanes wide, running across the table. If you like you can make section 5 an intersection and have a street running from section 4 to 6 as well.
- If you are in a *rural* area section 2, 5 and 8 may (1 - 3) have a street, two lanes wide, running across the table.
- Around the streets there should be buildings.
- *Urban* areas will have buildings in every section of the table.
- *Suburban* areas will have buildings in four sections of the table.
- *Rural* areas will have buildings in one section of the table.

- Buildings should be within 4" of any street and usually in the same section.

Remember, you can have as big of a table as you like, but it works best to divide it into nine equal sections.

9.2 OTHER TERRAIN FEATURES

The previous procedure defines what the table should look like, but there can be other types of terrain as well.

9.2.1 HILL

A hill is a gentle elevation in the ground with a crest, ridgeline or high point in the middle.

- Figures touching the crest can see and be seen by figures on the opposite side and will count as if in cover. Those farther back from the crest cannot see or be seen.
- Movement up or down a hill is unaffected.
- A hill may have woods on it or a road running over it.
- *If agreed upon hills can be replaced with impassable mountains or hills that reduce normal movement to 2".*

9.2.2 ROAD

A road can vary from a one lane dirt road to a four lane highway at the player's choice.

9.2.3 WOODS

Woods can be found in any area and may represent nature or a man-made park. Woods affect both movement and visibility in the following ways:

- Visibility inside woods is reduced to 12" during the day and 6" at night.
- Figures at the edge of the woods can see and be seen from outside of the woods. Those over 1" deep into the woods cannot see or be seen from outside of the woods.

- Stationary figures in woods are in cover.
- Moving figures in the woods are not in cover.
- Characters suffer a -1d6 penalty when taking the Fast Move Test.

10.0 ZOMBIES

Now that we've explained humans let's talk about zombies or as they are also called, *zeds*.

The first rule of *All Things Zombie - Fade to Black* is - know your enemy. He may have been your friend or even a relative. You have to put that in the past because that person no longer exists. The creature that has replaced him is a fearless foe never panicking and always moving relentlessly forward; slowly, but always forward. He has only one goal and that's to feed on the living. That's all. Remember that.

So let us talk of *All Things Zombie*.

10.1 DEFINING ZOMBIES

There are only a few things that define a zombie besides being dead men walking.

- What is its *Reputation*?
- Does it have any *Attributes*?
- What type of *Weapons* does it have?

10.1.1 REPUTATION

All zombies have a Reputation of 3.

10.1.2 ATTRIBUTE

Zombies have a unique Attribute called *Zombie Frenzy*. Here's how we do it:

- Zombies that have a LOS to a human target will count *Zombie Frenzy*.
- Zombies with *Zombie Frenzy* count as Rep 4 for *activation only*.
- Zombies with *Zombie Frenzy* will always move towards the nearest

human.

- Once the LOS no longer applies the zombie returns to Rep 3 for activation purposes.

Example – *Activation dice are rolled and the human score a 5 and the zombies a 4. Billy Pink is being chased by three Gangers and comes around the side of a building. Zombies A and B have a LOS to Billy. Zombie C has its back to Billy and cannot see him. It's now the zombie's turn to activate. A and B have LOS to Billy so will count *Zombie Frenzy* (Rep 4) and activate. C does not have a LOS to Billy or any other human so does not activate.*

10.1.3 WEAPONS

Zombies do not use weapons, but they do have *Zombie Swarm* (10.11.1).

10.2 GENERATING ZOMBIES

Zombies are generated in three different ways during the Encounter. Here's how we do it:

- When the game starts.
- During the game when they are attracted by the sound of gunfire and other noises.
- During the game when they can be found when entering buildings using the *Defining Moment* (12.16) and *Zombie Surprise* (10.4).

10.2.1 WHEN THE GAME STARTS

Zombies can be generated when the game starts. Here's how we do it:

- At the start of the game each human is moved one full move onto the table from any edge you desire. This may be a normal move or a Fast Move. Each human will now check to generate zombies based on the area that the game is being played in.
- If you are playing in an *urban* area there will be 1 + 1d6 zombies per

human.

- If you are playing in a *suburban* area there will be 1d6 zombies per human.
- If you are playing in a *rural* area there will be 1/2d6 zombies per human.
- See the section called Placing the Zombies (13.4) to see where and how the zombies are placed on the table.

Example – In a suburban adventure Double Tall, Nicholas, and Stepho enter the table from section 8. After they have moved, each of them rolls 1d6 and a 2, 3 and 6 were rolled. This is a total of 11 zombies placed on the table.

10.2.2 GENERATED BY NOISE

During the game zombies may be attracted by a variety of noises. Note that all zombies are generated as if there were gun shots in a particular area and by rolling a certain number of d6. Let's cover each in detail.

10.2.3 GUNFIRE

This is the most common way to generate zombies. Here's how we do it:

- Every time a shot is fired (each d6 rolled on the Ranged Combat Table) *immediately* roll 1d6.
- If in an *urban* area a result of 4 - 6 means one zombie was generated.
- If in a *suburban* area a result of 5 - 6 means one zombie was generated.
- If in a *rural* area a result of 6 means a zombie was generated.

See the section called Placing the Zombies (10.3) to see where they are placed.

10.2.4 MISCELLANEOUS NOISE

This can be car alarms (6d6), a ringing cell phone (3d6), or any other noise agreed to by the players.

The first zombies are generated as soon as the

noise is made with additional ones, if needed, placed before the activation dice are rolled at the start of the next Turn.

10.3 PLACING THE ZOMBIES

Zombies are placed as soon as they are generated. Here's how we do it:

- When a zombie is generated simply pick up the d6 that generated the zombie and roll it again. No need to think about it, just roll to generate and roll to place.
- Picture a clock. 12 o'clock is the direction that the noise generator is facing.
- Roll 1d6 and double the score. This will give you a location on the clock.
- Place the zombie 12" from the spot that it was generated and facing the generator.
- Zombies that are placed will activate when next active.



Example – A human 5 and zombie 4 are rolled for activation. Beck is active and fires three shots from her Machine Pistol. As soon as the shots have been fired and before they are resolved she rolls the 3d6 to generate zombies. She rolls a 5, 6 and 6. Beck is in a suburban area so has generated 3 zeds. She picks up the 3d6 that generated the zeds and rolls them again scoring a 1, 4 and 6. Doubling the scores gives him a 2, 8

and 12. One zed is placed 12" from Beck at these clock locations. The shots are now resolved and the game continues. The zombies do not trigger an In Sight but will activate when next active.

10.3.1 WHERE PLACED

Zombies are placed in specific ways. Here's how we do it:

- If the placement would put them inside a building place them inside. They will exit towards the cause of the generator when active.
- If a zombie is placed off the table, simply move the spot clockwise until it can be placed on the table, but still 12" away.

Example- One zombie has been generated by a gunshot. I roll a four. This means that the zombie is placed 12" from the spot of the shot at 8 o'clock. However, this would place it off the table so I move clockwise until it can be placed on the table, but still 12" away.

10.4 ZOMBIE SURPRISE

When you have resolved a Defining Moment (12.16) as zombies and determined how many of them there are, it's time for the Zombie Surprise. Here's how we do it:

- Match up the zeds against the humans as evenly as possible. In the case of an odd zed roll 1d6 for each human with the zed attacking the lower score.
- Roll 1d6 and add the result to the number of zombies in the building. This is called the Zombie Surprise Total.
- Next roll 1d6 for each human that has entered the building and add the result to its Rep. This is called the Human Surprise Total.
- Compare the Surprise Totals against the each other.
- If the human total is greater than the

zombie total Grunts will fire (score Rep or less on 1d6) or move away (score higher than Rep). Stars can choose to fire, move away or move directly to melee.

- If the humans fire any surviving zombies will now melee them.
- If the humans choose to move away from the zombies instead, they immediately move up to the remainder of their movement, including any Fast Move they wish to take and end facing them. The zombies are immediately moved 4" directly after them.
- If the human score is equal or lower than the zombie score, the human may not fire. The zombies will now melee the humans – no Charge into Melee test is taken.

Example - Billy Pink (Rep 5) and Sooze (Rep 4) enter a building in an urban area. They take the defining moment and have met 4 zombies. The zeds split up and 2 will attack each of the humans.

The zombies roll 1d6 and score a 5. 5 plus 4 (the number of zombies) gives them a Zombie Surprise Total of 9.

Sooze rolls 1d6 and scores a 3. Added to her Rep she has a Human Surprise Total of 7. As this is lower than the Zombie Surprise Total of 9, Sooze may not fire. Sooze and the 2 zombies enter melee.

Billy Pink rolls 1d6 and scores a 6. Added to his Rep he has a total of 11. As this total is higher, he is allowed to shoot or move away. He fires at the zombies that are charging him and takes 1 out. The other zombie and Billy enter melee.

10.5 GROUPS

Zombies are considered to belong to one large group regardless of the distance or LOS between other zombies.

10.6 ACTIVATION

Note that zombies ignore PEFs (12.0), but activate using the same d6.

All zombies will activate at the same time, but in a slightly different way than humans. Here's how we do it:

- When the zeds activate, all of them are moved at the same time.
- After all zeds have moved, all Charge into Melee Tests and melees are carried out. Don't forget to check for generating zeds from gunfire. These zeds can move the next time they activate.

10.7 ACTIONS

When a zombie is active it will perform the following actions in this order of priority.

- If a zombie is feasting (10.7.1) it will continue to do so. Those within 12" of the feast will move towards it.
- Zombies at 6" or less from humans will take the Charge into Melee Test – they always pass 1d6 and need not roll d6.
- If a zombie has a LOS to a human it will move towards it at the maximum distance allowed.
- If a zombie had an LOS to a human when last active, but does not now because the human moved out of view, it will move towards the spot where it last saw the human.
- Zombies will move in the direction of the most shots or equivalent up to 24" away.
- Zombies will move in the direction that it is currently facing. If it runs into a dead end such as a building or table

edge it will move either to the left (1 - 3) or right (4 - 6) and not exit the table.

Example – Billy Pink is active and ducks around the corner out of sight of two zombies.

The zombies now activate. They do not have a LOS to any human. They will move towards where they last saw Billy. They do not use Zombie Frenzy.

10.7.1 ZOMBIE FEASTING

Where do zombies go when they are hungry? They go to the closest Out of the Fight or fresh Obviously Dead human that they can see. A fresh OD human is one that the zeds have seen die. Here's how we do it:

- Any zombie not currently in melee that is within 12" and has a LOS to a downed human will move towards it.
- When the first zombie reaches the downed human roll 1d6. Place the die next to the human with the number scored face up. That is the number of turns the zeds will spend feasting on the human. Reduce the d6 as the turns elapse.
- Once the last turn has been completed the zombies will move off in random directions like on the face of a clock.
- There is no limit to the number of zombies that will be attracted to the feast, just keep piling them on.

10.8 MOVEMENT

Zombies will always move their maximum allowable distance, which is 6". They cannot Fast Move. However they may be subject to movement restrictions for a variety of reasons. Here's how we do it:

10.8.1 ENTERING/EXITING BUILDINGS

Unlike humans that do not have any movement penalties when entering or exiting a building,

Zombies enter and exit buildings only through doors and suffer a 2" movement penalty. Zombies encountering locked or barricaded doors cannot break through.

10.8.2 MOVING IN BUILDINGS

When moving in a building, zombies may only move 4" per activation. This represents the difficulty the zombie has in navigating around furniture and going from room to room. Humans do not suffer any movement penalty.

10.8.3 WOODS AREA

Movement is reduced to 4" through these areas.

10.8.4 BODIES OF WATER

Zombies move into and through water at the rate of 4" per turn. They walk on the bottom of the water maintaining their current direction and are not attracted by noise or gunfire. Humans in the water will attract them. They can only exit the water if the ground under it slopes upwards. Zombies in a pool are unable to walk out of the water and will stay on the bottom. If encountering a net, rope or anchor chain in the water they will climb up taking one turn of activation to reach the surface.

10.9 REACTIONS

Zombies do not take Reaction Tests. However they do affect how humans will take them and in some cases inspire some new ones. Here are the human reactions that zombies affect.

10.9.1 IN SIGHT

Zombies do not trigger or take In Sights.

10.9.2 NEW HUMAN REACTION TESTS

Here are two new Reaction Tests that humans will take in *All Things Zombie - Fade to Black*.

10.9.3 ZED OR NO ZED?

The Zed or No Zed Reaction Test (Universal

Reaction Tests, QRS) is taken by a human on the *very first time* they are within 6" of a zombie. After this test has been taken once the test is never taken again.

Example – *Dez (Rep 4) is in the library when a zombie steps out from behind a wall and into sight within 6". Dez takes the Zed or No Zed Test and passes 2d6 with a 3 and 3. She sees that it is a threat (zombie). But because she passed with doubles it is also someone she knows so she counts as passing 0d6 instead. This Means she is also subject to future tests until she scores a result of passed 2 or 1d6.*

10.9.4 SEE THE FEAST

When a human sees a Zombie Feast within 6" for the very first time the See the Feast Test is taken. If a human does not pass the test it is subject to re-taking the test when conditions apply.

Example – *Dez (Rep 4) comes running out of the library after evading the zombie and sees two people hunched over another person. She realizes that the two people are ripping the downed person to shreds. Dez takes the See the Feast and passes 1d6 with a 5 and 3. In horror, Dez ducks back inside the library, and cannot act for 1/2d6 turns.*

10.10 SHOOTING

Zombies cannot use ranged weapons of any type. However, ranged weapons will affect them in the following ways.

10.10.1 LINE OF SIGHT

You still need to see the zombie to hit it. But the good news is that zombies aren't smart enough to use cover. So this means they never count it on the Ranged Combat Table.

10.10.2 DETERMINING DAMAGE

Once you've scored a hit on the zombie you have

to see what kind of damage you inflict. They are a little bit different than humans. After all, they are already dead. Here's how we do it:

- Any result of Obviously Dead is just that, the zombie is Obviously Dead.
- Any result of Out of the Fight is treated as a result of Obviously Dead.

10.10.3 NO KNOCK DOWN

Zombies that are hit by ranged weapons and are not Out of the Fight or Obviously Dead will instead Carry On.

Example – Sooze fires her MP (Impact 1) and score three hits on a zed. She rolls for damage and scores a 2, 3 and 6. As the zed isn't Out of the Fight or Obviously Dead the, zed continues on into melee.

10.10.4 EASY TO KILL RULE

Zombies are pretty easy to kill with a ranged weapon. I mean think about it. Slow walking target usually coming straight towards you. To reflect how easy it is to shoot them in the head we have the Easy to Kill Rule. Here's how we do it:

- When firing at a zombie at any time, except when the shooter is being charged, use the Rep of the shooter to score a result of Obviously Dead instead of the Impact of the weapon.
- If the shooter scores higher than its Rep the zombie will Carry On.

Example – Billy Pink (Rep 5) sees a zombie and shoots his BA pistol (Impact 2). He scores a hit then rolls for damage. He rolls a 4 and the zombie is Obviously Dead. Later in the turn he shoots and scores a hit on a zombie that is charging him. He rolls a 4 again but this time the zombie is unhurt and carries on.

10.10.5 AUTO-KILL

If an active human moves adjacent to and behind a zombie he can declare that he is

popping the weasel. Here's how we do it:

- The human rolls the minimum number of d6 allowed for the weapon.
- Any result is an automatic Obviously Dead.
- Count any ones rolled for out of ammo purposes.
- If desired the human may decide to fight a round of melee with the zombie not fighting back.
- In either case, the human can continue any movement he may have left.

10.11 MELEE

Zombies do not take the Charge into Melee Test as do humans. Instead, when a zombie is charging or being charged it will always count as if passing 1d6.

10.11.1 ZOMBIE SWARM

Zombie versus human melees are handled a bit differently than human versus human melee. Here's how we do it:

- All zombies that can contact a human through the Charge into Melee Test will melee at the same time.
- The first zed counts its Rep and each additional zed counts a +1d6.
- All zeds will melee at the same time with one set of d6 being rolled.
- For each success scored more by the human, one zed is killed.
- If there are zeds remaining after a round of melee, immediately carry out another round of melee.

10.11.2 HUMAN ADVANTAGE

Humans in melee with zombie opponents count a +1 success to whatever they actually score.

- For each success scored more by the human, one zed is killed.

Example – Billy Pink (Rep 5) is in melee with four zeds. Billy rolls 5d6 and scores a 1, 2, 3,

4 and 6 for 3 successes. He adds an additional success for fighting zeds for a total of 4 successes. The zeds start with 3d6 for Rep and a bonus 3d6 for having four total zeds. Rolling 6d6 they score a 1, 2, 4, 5, 5 and 6 for 2 successes.

Billy scored two successes more so two zeds are dead. However, Billy must now immediately fight another round of melee with the two surviving zeds. But that may not be his biggest worry.

10.11.3 "HARRY, ARE YOU OKAY?"

If a human does not win the 1st round of melee with a zombie or goes Out of the Fight while in melee with a zombie there is a chance that it will become infected. Here's how we do it:

- This test is taken the next time the character activates.
- At that time roll 1d6.
- Add his Rep to the score.
- If the total is 9 or higher, he is okay.
- If the total is 8 or less, the human is infected and will *turn* into a zombie.
- Once the zombie transformation is verified start to count the number of activations scoring doubles – a score when the dice are the same.
- Each time doubles are rolled for Activation the Character's Rep 3 the character has turned into a zed. This could take place over multiple Encounters.

Example – *Jim Bob Joe (Rep 4) does not win the 1st round of melee with a zombie. He does win the next round, immediately fought, but may still become infected.*

When he next activates he rolls 1d6 and adds the result to his Rep of 4. His total is 7 – Jim Bob Joe is infected.

Jim Bob Joe starts counting doubles. It doesn't come up until the next Encounter. He drops to Rep 3 and has turned into a zed.

11.0 CAMPAIGNS

Each Encounter or game is self-contained. Campaigns link all of these games together into one story and what occurs in one Encounter will influence what happens next.

Let's go into detail of how Campaigns work and remember that you can use as much or as little of the campaign rules as you like.

11.1 ATZM TIMELINE

Here's a little background on the outbreak in *All Things Zombie - Fade to Black*.

11.1.1 DAY 1 – 10

Sporadic reports of attacks begin coming in from all over. News feeds from other countries report similar attacks. Response is slow and only after a verified attack on a public figure occurs does the government intervene.

11.1.2 DAY 11 – 20

Large areas are barricaded, cut off, and quarantined as the attacks increase dramatically. Riots break out as people try to enter and exit these areas. Civilians begin leaving the urban areas causing a run on banks forcing closures. This triggers more riots as power outages begin to occur. As local authorities are being overwhelmed the Military is placed on alert status.

11.1.3 DAY 21 – 30

The Police have been replaced by the Military as they are called in to restore order as well as quell the outbreak. They fail horribly as whole cities fall to the zombies. Power blackouts are the norm in large urban areas. The population makes one last exodus to the countryside abandoning the cities.

11.1.4 DAY 30+

Urban areas totally abandoned to the zeds. Some local areas are *secured*, but at the cost of individual freedom. Areas in between are totally lawless and gangs of individuals stake their claim to their own little part of the world.

11.1.5 DAY?

The US Government unleashes the Lazarus Project to reclaim the country. Project fails with dire consequences. It's the end of the world, as we know it.

11.2 YOUR ROLE

Your role in the Campaign is as follows:

- To stay alive.
- Recruit and lead your band on Encounters to gather Items (11.7) needed to survive.
- Manage yourself and your Grunts keeping track of your status as you go up or down in Reputation.
- Keep them and yourself alive.

We thought we'd mention staying alive a second time. Notice how we didn't say kill zombies as this game is as much about knowing when not to fight as well as when to fight.

11.2.1 CHARACTER JOURNAL

It helps to keep a record of your characters; The basics like Rep, weapons, what you're carrying with you and what you have left at Home (14.13). You can make it as elaborate as you like. Me? I just use a 3"x5" index card.

11.3 TIME IN THE CAMPAIGN

The Campaign can last as long as you like. It can be played for a while then set aside to be revisited at a later date. Just keep track of where you left off.

To play the Campaign game the first year is

called Year 1. What the actual date may be doesn't matter, but if it makes you feel better choose a real year.

For simplicity's sake we track time in the Campaign by the month. Players will have one Encounter (14.0) per week in the first 30 days.

After that, we suggest reducing the Voluntary Encounters to three per month in an *urban* area, two per month in a suburban area and one per month in a *rural* area.

11.4 TURN SEQUENCE

Let's explain the Campaign Turn sequence that will happen every month. Here's how we do it:

1. Declare if you are at Home (11.13).
2. Next decide what type of area you will be in or if you are traveling to a different area.
3. Burn one Food Item (11.7.2) for each member of your group.
4. Have from one to three Voluntary Encounters (14.1).
5. Roll for an Involuntary Encounter (14.2) after each Voluntary Encounter.
6. Check to see if anyone in your band increases or decreases its Rep after every Encounter.

That ends the Campaign Turn and you can now advance the timeline by one month.

11.5 AREAS

The Campaign for *All Things Zombie - Fade to Black* can be set anywhere in the world. It can be over an area as small or as large as you want. You can go from your city to the next smaller town and count that as a new area. You could go to the next state and call that an area. It doesn't really matter where you set your Campaign.

You can start in Austin, Texas for example and your next Encounter could be in Albuquerque,

New Mexico. It doesn't matter and area to area travel is assumed to take one month of time in the campaign.

11.5.1 TYPES OF AREAS

As we mentioned it doesn't matter where the area is that the Campaign takes place. What does matter is the type of area.

11.5.2 URBAN

Urban areas are large cities such as New York, London, or Austin for example. Urban areas are defined by the presence of lots of buildings. These range from multi-story apartments to convenience stores. An urban Encounter would have lots of buildings.

11.5.3 SUBURBAN

These are the typical smaller satellite communities that surround large urban areas. Also known as the *'burbs* they will usually have one or two story buildings, some houses, and a variety of businesses. "Box" stores such as Wal-Mart are often found here. A suburban Encounter has up to half the table full of buildings.

11.5.4 RURAL

These are the lightest populated areas away from the cities. They range from small towns to roadside diners and truck stops. All the buildings are single story and a rural Encounter would have very few buildings.

11.6 ENCOUNTER RATING

An Encounter Rating (ER) is a number representing the odds of running into other people or zombies during your Encounter. The higher the Encounter Rating the greater is the chance of contact. There are three basic starting Encounter Ratings. They are:

11.6.1 RURAL ER 1

Rural areas have little chance of contact. More chance of meeting humans than zombies and these humans are usually Survivors.

11.6.2 SUBURBAN ER 3

Suburban areas are where the chance of meeting others is much greater, but still pretty low. It has even odds of meeting humans or zombies, with Militia being in the majority.

11.6.3 URBAN ER 5

Urban areas have a good chance of contact. Most of the time you'll meet zombies and the humans you meet are usually Gangsters.

11.7 ITEMS

Many RPGs make the players keep track of their income, money, gold pieces or some other currency so as to buy different weapons and other things.

Not so in *All Things Zombie - Fade to Black*. We believe the *game play is the thing and bookkeeping is a chore*. Enter the use of Items.

Items are how we track what a character has, loses, acquires, etc. during their campaign.

Items are anything that the character can use at any time during the game.

11.7.1 HOW DO YOU GET ITEMS?

You get Items in a variety of ways. They are:

- At the start of the Campaign each Star receives one Item per point of its Rep. So if you start as a Rep 5 Star you will start with eight Items.
- When recruiting your first band (4.1) you will receive one extra Item for each member you do not recruit.
- You can Barter (11.12) for items with NPCs if directed by a successful Talk the Talk.

- You can find Items in buildings (11.9).
- You can take them from other characters (11.10).

11.7.2 HOW DO YOU LOSE ITEMS?

Easy come easy go, here's how you lose Items.

- Someone takes them from you during an Encounter. Usually when you are Out of the Fight.
- Someone burglarizes your Home (11.13).
- Or the big one...you get killed.

11.7.3 WHAT CAN I CARRY?

How many Items can a character carry? That depends on the Item. Items are either used with one hand or two hands.

- Items used with one hand count as one Item for carrying purposes.
- Items used with two hands count as two Items for carrying purposes.

Over time you can acquire as many Items as you want, but you may not want to carry them all at the same time, so choose your Items wisely before each Encounter.

You can only have two Items in your hands at a time. Excess Items are stored away and it takes one turn of Activation to switch an Item to your hands.

11.7.4 CONSEQUENCES OF GREED

With nothing to stop you but your conscience a player can take and take and take as much stuff as he can get his hands on. But keep in mind that Greed is one of the Seven Deadly Sins. Trying to carry too much can be dangerous. What's too much?

- Can carry up to your Reps in items with no penalties.
- Can carry more than and up to twice your Rep, but will only roll 1d6 when

attempting a Fast Move.

- Can carry more than twice and up to three times your Rep, but cannot Fast Move.

Example - Jim Bob Joe has a shotgun (2 Items), a knife (1 Item), pistol (1 Item); two Food Units (2Items), and a gas mask (1 Item). He is carrying 7 Items. As he is a Rep 4 he can only attempt a Fast Move with 1d6.

11.8 LIST OF ITEMS

Here's the list of Items used in *All Things Zombie - Fade to Black*.

11.8.1 BODY ARMOR

Body armor was used by military and law enforcement personnel. Using body armor helps to keep you alive.

- Body Armor does not count as an Item for carrying if you are wearing it. Otherwise, count it as 1 Item.

11.8.2 FOOD

Characters will use 1 Food unit per month. At the start of each Campaign month, subtract 1 Food unit per character.

If a character does not have 1 Food unit, it's Rep is reduced by 1 point. If a band member does not have 1 Food unit it will leave the band. You cannot recruit new Grunts until you have Food to give to them.

- Each Food unit counts as 1 Item.

11.8.4 LUXURY ITEMS

You know what we're talking about. Those things that make life worth living but you really don't need: except you *really* do. Booze, toilet paper, and cigarettes, are some examples of Luxury Items. A Luxury Item is whatever you want it to be as long as it isn't a Weapon, Food, Body Armor, or Medical Supply.

- Luxury Items count as 2 Items for Bartering (11.12).

11.8.5 MEDICAL SUPPLIES

Medical supplies are used to help you recover from wounds. Using one unit of medical supplies on an Out of the Fight character counts a +1d6 when rolling the Recovery Test (8.4). Once it is used it is discarded whether it helped or not.

- Medical supplies count as 1 Item

11.8.6 WEAPONS

These are pistols, submachine guns, shotguns, etc. These weapons are always loaded and ready for immediate use.

- All weapons count as 1 Item, for bartering purposes.

11.9 SEARCHING BUILDINGS

One common way to find Items is to search buildings. This includes vehicles and trailers as well. Here's how we do it:

- There may not be any functioning zombies or opponents in the building when you search.
- Up to 1/2d6 of your characters can spend one turn of activation searching.
- Once a building has been searched it cannot be searched again.
- If searching a building with more than one floor each floor counts as a separate building.
- If searching a very large building feel free to count it as multiple smaller buildings.
- Consult the Loot Table (11.9).
- Each character rolls 2d6 versus the Encounter Rating of the area 1, 3, or 5.
- Determine how many d6 are passed.
- Go down the left-hand column to the appropriate row and across to see what you have found.

If you don't find anything don't worry. You should have looted the bodies of the enemies that were there to begin with. You did, didn't

you?

11.10 LOOT FROM OTHERS

After a fight occurs you may find yourself with the upper hand over an opposing Star or NPC. There may be a chance that you can recover valuable Items from that character. Here's how we do it:

- You can take any weapon or body armor he might be wearing.
- You can take any Item you have seen him use during the Encounter.
- You can roll once on the Loot Table (11.9) for each opposing character you are searching.

Example – Billy Pink, Sooze, and Char have just finished a firefight with two Gangsters that they ran into when entering a building. After the fight they check each Ganger for Loot and recover two Machine Pistols and a Shotgun – weapons they saw the Gangsters use. They can now roll two times on the Loot Table, once for each Ganger.

After they have finished Billy rolls 1/2d6 and scores a 2. This allows two of his group to roll on the Loot Table for searching the building.

11.11 STOCKPILING LOOT

As players advance in the game it is important to keep track of what Items they have as you can only carry so many Items on an Encounter. You may wish to stockpile excess Items at your Home.

11.12 BARTERING

Whenever characters are directed by a Talk the Talk Test (12.13) they may barter for Items. Here's how we do it:

- The player nominates one Item to barter away.
- Roll 2d6 versus the Rep of the NPC that you are bartering with.

- Determine how many d6 are passed and consult the Loot Table (11.9) to see what the NPC has to barter in return.
- Remember that Luxury Items count as two Items so if that is what you want you must add a second Item to barter away.
- You can only attempt to barter with a character once an Encounter.

Example – Billy Pink is directed to barter by winning a Talk the Talk Test. He puts up one Pistol. The NPC Survivor (Rep 4) rolls 2d6 versus his Rep and passes 1d6. Looking on the Loot Table I see he has one Food unit to trade. Billy makes the trade and cannot barter again with the NPC.

11.13 HOME

Even in a zombie world everybody has to live somewhere. Maybe it's in the city. Perhaps it's a cave or maybe you're living in your car. Because you can't carry everything you own (okay maybe you can) you'll need a place to keep your excess stuff. When you have more Items than you can carry you have to leave it somewhere even if it is a hole in the ground.

So wherever you decide to live; we still call it your Home.

A Home is a relatively safe place that the player may store his belongings and rest. When a player declares himself to be *staying home*, he chooses this in lieu of a Voluntary Encounter (14.1) and does not trigger a check for an Involuntary Encounter (14.2). This can apply to multiple Encounters in the same month if desired.

Example – Billy Pink is in an urban area and can have up to three Encounters. He chooses to have a Chillin' Encounter than stays home for the other two.

12.0 PEFs

PEF stands for Possible Enemy Force. We use PEFs to limit the intelligence the player has during the game. By using PEFs we create an uncertainty as to size of the force, its composition and intention. Heck a PEF could even be just a case of nerves! PEFs are used in most Encounters.

12.1 GENERATING PEFs

Here's how PEFs are generated in the encounter.

- After the terrain has been set and the player side has *entered or been placed on the table* it's time to generate the PEFs.
- Roll 1d6. The score indicates which numbered section of the table could contain a Possible Enemy Force or (PEF). This means they will always be in sections 1 – 6. Player characters will always enter the table or start on the table in sections 7 - 9.
- Place a figure of any type or PEF marker in this section of the table to represent the possible PEF.
- If there is a building in the section place the PEF inside the building.
- If a terrain feature could block the LOS from your force to the PEF be sure to place the PEF in a manner that does so.
- If no building or terrain feature is present then place the PEF in the center of that section.
- Repeat this process until you have three PEFs placed on the table. It is possible to have more than one PEF in the same section.

12.2 PEF REP

Just as figures have Reputations so do PEFs. PEFs have a Rep of 4.

12.3 PEF MOVEMENT AND ACTIVATION

Note that zombies ignore PEFs, but both activate using the same d6.

PEFs activate and move just like they were actual figures. Here's how we do it:

- When the PEF side activates start with the PEF that is closest to any player group.
- Roll 2d6 versus the Rep of the PEF – 4.
- Determine how many d6 are passed.
- Consult the PEF Movement Table (12.3) and carry out the results.
- All In Sight, actions, and reactions caused by the PEF being resolved must be completed before moving on to the next PEF.
- Continue until all eligible PEFs have had a chance to activate.

12.4 SPECIAL PEF MOVEMENT

PEFs do not suffer any terrain movement penalties.

12.5 RESOLVING PEFs

When PEFs are resolved it could be friends, enemies, neutrals, zombies, or even nothing. Here's how we do it:

- The PEF is active and moves into LOS of a player group or an active player group moves into LOS of the PEF. In either case this will trigger a PEF Resolution.
- Roll 2d6 versus the Rep of the PEF; 4.
- Determine how many d6 were passed and consult the PEF Resolution Table (12.5).
- Immediately carry out the result.

12.5.1 HOW MANY OF THEM?

You've resolved a PEF as NPCs, but how many are there? Here's how we do it:

- When passing 2d6 on the PEF Resolution

Table roll 1d6 and read the result as scored. This will tell you the number of NPC's you have met.

12.5.2 CONTACT!

After you have determined how many of them you have met it's time to find out what you have met. Here's how we do it:

- Consult the appropriate Contact Table (12.5.2) for the time the Encounter is taking place.
- Roll 1d6, read the result as rolled, and modify the result by any applicable Circumstances.
- Go down the left-hand column to the appropriate row and across to the appropriate column.
- This tells you what you have met. If humans, go to the appropriate NPC Generator Table (3.4.2) for the Class and roll up their stats.

12.6 LOADING UP PEFs

Here's a little trick I use for my games. Instead of relying on the tables to randomly generate your PEFs load them yourself.

This means before you play create your PEFs. Maybe pick three or four Gangers to form a recurring gang for your adventures. Or create a NPC Star that can help or hinder your band. You can even use your band as a PEF and play the Encounter from the NPC point of view until they contact your Player PEF.

Whatever you do, take the time to retain the information you generate to use in future games. Maybe that's not the same gang that you ran into two Encounters ago but if you need a gang you have one ready.

Any work you do before your games will help make your games run smoother and quicker.

12.7 LAW & ORDER

During the first 30 days of the outbreak there is a chance that you will meet Police or Military NPCs. We need to see how they will behave. Here's how we do it:

- For the first 30 Days Consult the Law & Order Table (12.7).
- You cannot interact with the Military. They will behave as outlined on the Law & Order Table. You can interact with the Police.
- The Police Leader and the Player Leader start with 1d6 per point of Rep.
- Modify the number of d6 by any applicable Circumstance.
- Roll the modified number of d6 looking for successes – score of 1, 2 or 3.
- Go down the left-hand column to the appropriate row based on the number of successes scored by the player compared to the Police Leader.
- Go across and immediately carry out the result.

12.8 FRIEND OR FOE?

When meeting Citizens, Gangers, or Survivors we must determine if they are friendly or not. Here's how we do it:

- When the PEF has been resolved as NPCs roll 1d6 and add the result to the number of figures.
- Roll 1d6 and add the result to your Rep.
- If the NPC total is 2x or more than your score, they are Enemies. Go to an In Sight Test.
- If the total is not 2x or more, move the characters to within 3" of each other and Talk the Talk (12.13).

12.9 ENEMIES

If you are an Enemy of someone and meet them again you do not take the Talk the Talk Test, instead go right to the In Sight. You can become an Enemy from a Talk the Talk Test or from other reasons that may arise. Friends may come and go but Enemies are for life!

12.10 UNDER ARREST

Maybe you went peacefully or maybe you resisted but however it happened you were arrested. What happens now?

12.11 POLICE

The Police will put you in jail for a week. Advance the timeline, miss an Encounter, and pay 1/2d6 Items to get out. Can't pay? Lose another week then they let you out. At least you get your weapons back.

12.12 MILITARY

The Military will take your weapons and transport you to a *safe zone*. Except it's not so safe. The zone gets overrun by zeds on the 30th Day and you escape with a pistol (1) BAP (2) Assault Rifle (3 - 5) or no weapon (6) and one Food unit.

12.13 TALK THE TALK

Talk the Talk is used when the character interacts with Non-Player Characters. An example would be the character trying to recruit a NPC. Talk the Talk is taken against the of the characters. Only Leaders are used when groups Talk the Talk. Here's how we do it:

- Consult the Talk the Talk Table (12.13).
- Move the characters to within 3" and LOS.
- Each character starts with 1d6.
- Modify the number of d6 for each by any applicable Attribute.
- Roll the modified number of d6

looking for successes, score of 1, 2, or 3. Determine how many successes each character scores.

- Compare the number of successes scored by the Player to the number scored by each NPC.

12.14 WALK THE WALK

If directed by the Talk the Talk Test, characters may Walk the Walk – Go to In Sight. Players can always choose to Walk the Walk at any time. Once you have Walked the Walk with NOCs they are always considered Enemies if you meet them again.

Example – *A rival Ganger is active and scores a result of exchange pleasantries. In fact he even barter with you. You activate next and both groups are in view of each other. You decide to draw your gun and Walk the Walk. Both groups take the In Sight Tests.*

12.15 MEETING THEM AGAIN

This is a very important rule so remember it!

When taking a Talk the Talk with NPCs, there is a chance that they will remember you, and that you may have made a good or bad impression on them. To enhance your story, we recommend that you keep track of NPCs you meet, just in case you meet them in the future. Here's how we do it:

- When you run into an NPC Class that is the same as an NPC you have met in the past, roll 1d6. *As there are not a lot of Classes in ATZM, this will be a common occurrence.*
- On a score of "1" you have run into that NPC from the previous Encounter.
- If you have met more than one NPC of the same Class in the past, roll 1d6 for each, and the higher result is the NPC you have met. Re-roll any ties.
- If they are Enemies go to an In Sight.

- If they are Friends, will barter with you.

Example – *Billy Pink enters the Southside and runs into three Gangers. He rolls 1d6 and scores a "1". This means he has met them before.*

He has met two Gangers in the past. One is the James Gang, an Enemy. The other is Sooze, someone who is a Friend. Billy rolls 1d6 for each and the James Gang scores higher. Billy and the James Gang take an In Sight (5.5.3).

12.16 DEFINING MOMENT

Besides PEF there is another way to meet humans and zeds. It's called a Defining Moment. Here's how we do it:

- If there is a PEF inside a building skip this step and resolve the PEF normally (12.5). If there is not a PEF inside continue on to the next step.
- When you enter a building for the first we call it the Defining Moment. Resolve it just like you would a PEF.

Example – *Billy Pink and Sooze have just entered town on Day 18. When active they enter a building. There isn't a PEF inside so they have a Defining Moment. Billy rolls 2d6 versus the PEF Rep of 4. He scores a 1 and 3, passes 2d6, and consults the PEF Resolution Table (12.5). This gives a result of Contact.*

Billy now rolls 1d6 and scores a 3 - they have met 2 NPCs. Rolling a 5 on the Contact - Days 1 - 30 Table reveals them as zombies.

I roll 1d6 and score a 2. Adding this to the 2 Zeds gives them a Zombie Surprise Total of 4. As it is lower than Billy and Soozes Reps they open fire. Having killed the zeds they now roll 1/2d6 to see if they can search for Loot. Scoring a 3, they both can search and roll on the Loot Table versus the ER of the suburban area; 2.

12.17 NPC MOVEMENT

After the PEF has been resolved and figures placed on the table there may be times when the NPCs will activate and move. This is usually after In Sight has been resolved and the figures are out of sight of each other. Here's how we do it:

- The Rep of the NPC group leader is used for activation purposes.
- When the NPC group activates roll 1d6 versus the Rep of the NPC leader.
- Determine how many d6 are passed and consult the NPC Movement Table (12.17).
- Immediately carry out the results.

13.0 DAY PARTS

Encounters can occur at any time of the day and we have broken the day into four parts. Here's how we do it:

- **Morning** – The early part of the day after the sun has risen.
- **Daytime** – From the mid-day until the sun sets.
- **Evening** – Early in the night.
- **Night** – The time separating the evening from the morning.

13.1 DAY PARTS AND VISIBILITY

Visibility may be affected by the Day Part. Here's how we do it:

13.1.1 EVENING

Visibility is reduced during the Evening Day Part. Here's how we do it:

- Vision is reduced to 12" between characters and PEFs as well.
- Figures in a lit area, within 6" from a light source such as a lamp post, are visible from normal distances.

13.1.2 NIGHT

Visibility is reduced during the Night Day Part. Here's how we do it:

- Vision is reduced to 6" between characters and PEFs as well.
- If there is a full moon (1) this increases to 12".
- Figures in a lit area, within 6" from a light source such as a lamp post, are visible from normal distances.

13.2 WHAT DAY PART AND WHEN?

For Encounters the player will *usually* choose the Day Part.

14.0 ENCOUNTERS

Your games in *All Things Zombie - Fade to Black* are called Encounters.

Regardless of the type of Encounter you have it will never play out the way you expect it to because most of the time you will only have a vague idea of what to expect.

There are two types of Encounters found in *All Things Zombie - Fade to Black*. They are:

14.1 VOLUNTARY ENCOUNTERS

These are the ones you choose to have. There are five Voluntary Encounters:

- Chillin (14.9).
- Raid/ Rescue (14.11).
- Robbery (14.12).
- Search (14.13).
- Take Back (14.15).

14.2 INVOLUNTARY ENCOUNTERS

These are the ones that NPCs choose to have on you! There are four Involuntary Encounters:

- Burglarized (14.8).
- Confrontation (14.10).

- Raid: Defend (14.11).
- Robbery (14.12).

How do you have them? Here's how we do it:

- After each Voluntary Encounter you must check to see if you have an Involuntary Encounter.
- Consult the Involuntary Encounter Table.
- Roll 1d6, read the result as rolled, and go down the left-hand column to the appropriate row.
- Go across to the column for the area you are in and see if there will be an Involuntary Encounter.
- Immediately carry out the Encounter.

14.2 INVOLUNTARY ENCOUNTER

1 INVOLUNTARY ENCOUNTER (Read the score as rolled)

#	URBAN	SUBURBAN	RURAL
1	No Encounter	No Encounter	No Encounter
2	No Encounter	No Encounter	No Encounter
3	Burglarized (1)	No Encounter	No Encounter
4	Robbery	Confrontation	No Encounter
5	Robbery	Robbery	Confrontation
6	Raid: Defend	Raid: Defend	Robbery

(1) If you do not have a Home substitute Confrontation instead.

Example – Billy Pink and Sooze are in the suburbs. They have just completed a Voluntary Encounter so roll for an Involuntary Encounter.

I roll 1d6 and score a 4. Looking on the Suburban column I see they will have a Confrontation.

14.3 PRESENTATION

Although they may be different, Encounters are always presented in the same form.

- **ENCOUNTER NAME** - This tells you

the type of Encounter and provides a brief description of what it is.

- **OBJECTIVE** - This tells you how to be successful.
- **FORCES** - This tells you the forces involved.
- **AREA** - This tells you the area where the Encounter takes place. Use this to help set up terrain as needed.
- **DEPLOYMENT** - This tells you where the forces and PEFs are placed.
- **SPECIAL INSTRUCTIONS** - This is information that is not covered in the other sections.

We've included eight full blown Encounters that you will be using *after* the first 30 Days, but to get you started learning the rules we present your first three Encounters that will occur only in the first few weeks of the Outbreak.

14.4 DAY ONE

If you decide you want a real *personal* campaign game then we recommend visiting the Day One website.

<http://site.twohourwargames.com/ATZMFFO/DayOneRough.pdf>

This is a downloadable PDF that you should use before starting your Campaign, We won't say much about it but you'll really enjoy it. Be sure that before you play it you have time to do so in one sitting. Reading it ahead of time will spoil the fun.

14.5 FIRST 30 DAYS

We recommend that you play these first three Encounters to get a feel for the game.

14.6 DAYS 1 - 10 – ZED!

"Did you hear about Frankie? I heard he ran into a Zombie last night," she said with laugh.

“Yeah, right, just some whacked out druggie like in Miami. And that’s if Frankie’s even telling the truth!”

14.6.1 OBJECTIVE:

- You need to find a zombie and successfully take the Zed or No Zed Test (10.9.3).

14.6.2 FORCES

- You are by yourself.

14.6.3 AREA

- You can choose any area.

14.6.4 DEPLOYMENT

- You enter the table through section 9.
- The Target Building, the building you must enter, is in section 1.
- PEFs are generated normally.

14.6.5 SPECIAL INSTRUCTIONS

- You cannot be armed with more than a Pistol and this must be concealed. Count a -1d6 on any In Sight you may take to reflect having to draw the weapon.
- You can recruit 1/2d6 Grunts by using the Talk the Talk Test (12.13).
- You can only recruit Grunts when you enter the Target Building in section 1.
- If you haven’t met any Zombies when you resolve the last PEF, then it is resolved as Zombies. But don’t worry; any result of Zombies will be only one Zombie. After all, we’re just trying to get you acquainted with the rules.

14.7.1 OBJECTIVE:

- You need to cross town successfully.

14.7.2 FORCES

- You are by yourself.

14.7.3 AREA

- You can choose any area.

14.7.4 DEPLOYMENT

- You enter the table through section 9.
- PEFs are generated normally.

14.7.5 SPECIAL INSTRUCTIONS

- You can be armed Pistols and/or BAPs and these must be concealed. Count a -1d6 on any In Sight you may take to reflect having to draw the weapon.
- You enter the table from section 9 and exit the table off of section 1.
- If you Fast Move at any time, you will be reported to the Police as “suspicious”. Count any future PEFs resolved as Citizens are Police instead.
- When you resolve a PEF roll on the Special PEF Resolution Table.

14.7 DAYS 11 – 20 – ROBBERY!

Things are bad. You see Police cars rolling through town and not stopping. Just yesterday you walked by a Police barricade where they’ve quarantined part of the city. It’s not safe to be on the streets right now.

14.7.5 SPECIAL PEF RESOLUTION

1

SPECIAL PEF RESOLUTION (READ THE SCORE AS ROLLED)

#	RESULTS
1	You're being robbed! Go to the Robbery Encounter and resolve. When finished continue the Encounter.
2	If you've been reported as "suspicious" you have met 1 Police Officer. Otherwise you have met 1 Citizen. Resolve a Law & Order or Talk the Talk Test.
3	If you've been reported as "suspicious" you have met 1/2d6 Police Officers. Otherwise you have met 1/2d6 Citizens. Resolve a Law & Order Test or Talk the Talk Test.
4	Police checkpoint. You have met 1+1/2d6 Police Officers. Resolve a Law and Order Test.
5	You have met 1 Zombie.
6	You have met 1/2d6 Zombies.

14.8 DAYS 21 -30 - ESCAPE!

You look outside from your home. The power's been out for days and the Military's enforcing Martial Law. Zombies are an everyday occurrence and the gangs are roaming the streets. You've made your decision; it's time to go.

14.8.1 OBJECTIVE:

- You need to get out of town.

14.8.2 FORCES

- You are by yourself.

14.8.3 AREA

- You can choose any area.

14.8.4 DEPLOYMENT

- You enter the table through section 9.
- PEFs are generated normally.

14.8.5 SPECIAL INSTRUCTIONS

- Remember, you're no longer a Citizen so plan accordingly. You did choose, didn't you?
- You cannot be armed with more than a Pistol or BAP and this must be concealed. Count a -1d6 on any In Sight you may take to reflect having to draw the weapon.
- You have to enter the table from section 9 then exit from section 1. Then re-enter from section 7 and re-exit from section 3 to succeed.
- You can recruit Grunts normally.
- Use the Contact Days 21 - 30 column when resolving PEFs.

14.9 BURGLARIZED!

You've just come Home after a night of Chillin' and notice something's off. Drawing your gun you see the front door is wide open and you realize; you've been burglarized!

14.9.1 OBJECTIVE

- Stop the burglary if you can.

14.9.2 FORCES

- You may take members of your band, if they are available. See Band Availability later in this section.

14.9.3 AREA

- Wherever you Home is.

14.9.4 DEPLOYMENT

- You enter the table through section 9.
- Your Home, the Target Building, is in section 5
- PEFs are generated normally.

14.9.5 SPECIAL INSTRUCTIONS

- The Encounter happens during the Morning (1), Daytime (2), Evening (3 – 4), or Night (5 – 6).
- Roll 2d6, read the results together. If doubles are rolled you are Home when the burglary is attempted. Go to the Robbery Encounter (14.12) and play it out.
- Otherwise roll 1d6 for each of the Items that were at Home.
- If an odd result (1, 3, or 5) is scored the burglars have stolen that Item.
- If an even result (2, 4, or 6) was scored the burglars have left the Item behind.

14.9.6 BAND AVAILABILITY

Your Band members may or may not be available to be used on this Encounter. Here's how we do it:

- Before the Encounter roll 1d6 versus the Rep of each of your band members.
- If you pass 1d6 that member is available to be used on this Encounter.
- If you pass 0d6 that member is not.

Example – *Tonya decides to check out Nowhere Nevada. Bank (Rep 3), Beck (Rep 4) and Jimmy (Rep 4) are in her group. She rolls 1d6 for each to see if they are available. Bank scores a 3, Beck a 5 and Jimmy a 6. Only Bank is available to go with Tonya.*

14.10 CHILLIN'

Welcome to Nowhere Nevada! You and your group found a pretty good size settlement and there's cold beer and food to be had. In this Encounter, you are out for a good time and some relaxation.

14.10.1 OBJECTIVE

- You can recruit Grunts, barter, or just hang out and see what happens.

- For a successful Chillin' Encounter, you must have at least one successful Talk the Talk and no unsuccessful ones.

14.10.2 FORCES

- You *may* take members of your group, if they are available. See Band Availability (14.8.6).

14.10.3 AREA

- It's an urban area.

14.10.4 DEPLOYMENT

- You must enter and exit the table through section 9.
- The Target Building, where you will chill, is in section 1.
- PEFs are generated normally, but not in the Target Building.

14.10.5 SPECIAL INSTRUCTIONS

- The player can choose in which Day Part the Encounter is occurring.
- There will be three Defining Moments in the Target Building unless you are going in the Evening Day Part. If you are, then double the number of Defining Moments.
- You cannot search the Target Building, but you can barter or recruit any NPCs you meet.

14.10.6 ONCE INSIDE

Inside the Target Building things are a bit different. It's full of NPCs from all the Classes, all on their best behavior...sort of. Here's how we do it:

- When you have a Defining Moment and meet NPCs go to the Talk the Talk Test.
- If a Walk the Walk result is generated, carry it out normally.
- If the result is not Walk the Walk, carry out the results and remove the NPCs. They will not appear in the Target

Building again. You could meet them again!

14.11 CONFRONTATION

In this Encounter, the player and the opposition have met each other and not on the best of terms. The opposition has you cornered and intends to do you physical harm. Or you could be causing the Confrontation, in that case, just flip the script.

14.11.1 OBJECTIVE:

- To escape unharmed.

14.11.2 FORCES

- You *may* take members of your band, if they are available. See Band Availability later in this section.
- The opposition will be generated as per the Special Instructions.

14.11.3 AREA

- You can choose any area.

14.11.4 DEPLOYMENT

- The Confrontation takes place in section 5.
- PEFs are generated normally.

14.11.5 SPECIAL INSTRUCTIONS

- The Confrontation will take place in the center of section 5.
- The Encounter happens during the Morning (1), Daytime (2), Evening (3 – 4), or Night (5 – 6).
- Place your group in the center of the section.
- Place the opposing group 3” away and in LOS of your group.
- Go to Walk the Walk (12.14) Roll 1d6, if a 1, 2 or 3 is scored, the opponnets are moving. If a 4, 5 or 6 is scored, you are moving.

14.11.6 BAND AVAILABILITY

Your band members may or may not be available to be used on this Encounter. Here's how we do it:

- Before the Encounter roll 1d6 versus the Rep of each of your band members.
- If you pass 1d6 that member is available to be used on this Encounter.
- If you pass 0d6 that member is not.

14.11.7 WHO IS IT?

So you're having a Confrontation, but with who? Here's how we do it:

- Consult the Confrontation – Who Table.
- Roll 1d6 and read the result as rolled.
- Go down the left-hand column to the appropriate row and across to your Class. This tells you who your opponents are.
- Go to the appropriate NPC Generator Table (3.4.3) for the Class and roll up their stats.

14.11.7 CONFRONTATION - WHO

1 CONFRONTATION - WHO

(Read the result as rolled)

Roll	GANGER	MILITIA	SURVIVOR
1	Ganger	Ganger	Survivor
2	Ganger	Ganger	Survivor
3	Ganger	Militia	Survivor
4	Militia	Militia	Militia
5	Militia	Militia	Militia
6	Survivor	Survivor	Ganger

14.11.8 ENDING THE ENCOUNTER

The Encounter continues, until one side has left the table, has had all of their characters go Out of the Fight or Obviously Dead.

14.12 RAID/RESCUE

In the Raid Encounter you will be the raiding side. You can choose to raid anyone you want, for any reason. It's best that they be of a different Class than you, but that's up to you!

14.12.1 OBJECTIVE:

- You can be raiding to acquire Items, rescue a hostage, or to take someone or something. Feel free to choose the reason behind your raid!
- You must find what you chose as the reason for your raid to be successful.

14.12.2 FORCES

- If playing a rescue, one of your band, rolled at random, has been taken hostage. You can use as many of the remaining members as desired.

14.12.3 AREA

- You can choose any area.

14.12.4 DEPLOYMENT

- You enter the table through section 9.
- PEFs are generated normally.

14.12.5 SPECIAL INSTRUCTIONS

- The player can choose in which Day Part the Encounter is occurring.
- The Target Building, where you must raid, will be in section 1.
- When entering a building in section 1 roll 1d6. If the score is equal or less than the number of buildings you have entered, the hostage, Item or person you need to find, will be inside. If you have not found your objective by the time you enter the last building in section 1 there is a chance (1 - 5) that it inside but also a chance (6) that it was never on the table!
- All NPCs of the Class you are raiding will automatically fail the Friend or

Foe Test (12.8) and will Walk the Walk (12.14).

- All NPCs of the other Classes are treated normally.
- If any shots are fired during the Encounter the targets of the raid will be alerted and count a +1d6 when taking the In Sight Test.

14.13 ROBBERY

In this Encounter you are being robbed. Conversely you can choose to rob people. Hey, it's a tough world, baby.

14.13.1 OBJECTIVE:

- Prevent yourself from being robbed or harmed.
- If you're the robber, rob the target without harming him unless you're provoked.

14.13.2 FORCES

- You *may* take members of your band, if they are available. See Band Availability later in this section.
- The opposition will be generated as per the Special Instructions.

14.13.3 AREA

- You can choose any area.

14.13.4 DEPLOYMENT

- The Robbery takes place in section 5.
- PEFs are generated normally.

14.13.5 SPECIAL INSTRUCTIONS

- The Encounter happens during the Morning (1), Daytime (2), Evening (3 - 4), or Night (5 - 6).
- Place your group in the center of the section.
- Place the opposing group 3" away and in LOS of your group.
- Take the Talk the Talk Test.

- If the target characters score more successes they can surrender 1/2d6 Items each and the robbers will leave, or the target can choose to go to an in Sight - NPCs will do so on a roll of (1 - 2).
- If the robbers score the same or more successes the target characters can surrender 1/2d6 Items each and the robbers will leave, or the target can choose to go to an in Sight - NPCs will do so on a roll of (1).
- After the robbery the robbers will attempt to leave the table through the closest table edge.

14.13.6 BAND AVAILABILITY

Your band members may or may not be available to be used on this Encounter. Here's how we do it:

- Before the Encounter roll 1d6 versus the Rep of each of your band members.
- If you pass 1d6 that member is available to be used on this Encounter.
- If you pass 0d6 that member is not.

14.14 SEARCH

Man is a social animal. Even in the zombie world man has the desire to seek the company of others as nobody wants to die alone. In this Encounter you are searching for other humans to recruit to your group. During this Encounter you are also on the lookout for any useful Items that can be found.

14.14.1 OBJECTIVE:

- You must find and recruit one or more Grunts or find one or more Items to be successful.

14.14.2 FORCES

- You can use as many of your band as desired.

14.14.3 AREA

- You can choose any area.

14.14.4 DEPLOYMENT

- You enter the table through section 9.
- PEFs are generated normally.

14.14.5 SPECIAL INSTRUCTIONS

- The player can choose in which Day Part the Encounter is occurring.

14.15 QUEST FOR THE CURE

There's got to be a cure for the zombie virus out there? There's got to be...right? Sure kid, sure there is. In this variation of the Search Encounter we let you try and find it.

14.15.1 SPECIAL INSTRUCTIONS

- The cure can be found when playing any Encounter.
- When rolling on the Loot Table (12.9) and scoring double ones – you could have found the Cure. Roll 1d6 and if you score a 1 you have found 1/2d6 doses of the Cure.
- Taking 1 dose of the cure makes the character immune to the virus, eliminating the test to see if they will become a zombie (10.11.4).

14.16 TAKE BACK

You've gone from surviving to thriving. In this Encounter you want to find a safe place for you and your group to live. It's time to start taking back your world; one building at a time.

14.16.1 OBJECTIVE:

- You must search every building on the table.
- You must eliminate or drive off every hostile NPC you meet. Not all of them; just the hostile ones.

- After both of these conditions have been met you must clear the table of zombies.

14.16.2 FORCES

- You can use as many of your band as desired.

14.16.3 AREA

- You can choose any area.

14.16.4 DEPLOYMENT

- You enter the table through section 9.
- PEFs are generated normally.

14.16.5 SPECIAL INSTRUCTIONS

- The player can choose in which Day Part the Encounter is occurring.

15.0 AFTERWARDS

After each Encounter is over its time to see what happens to you and your band. Here's how we do it:

- Determine if any of your band, including you, can increase their Rep (15.1).
- Determine if any of your band, including you, have their Rep decrease (15.2).

15.1 INCREASING REP

After every Encounter there is a chance that you and your Grunts can attempt to improve in Rep. Here's how we do it:

- The character did not Run Away.
- The character did not go Out of the Fight. (1)
- The Encounter was a success, the objective was achieved. Note that an Encounter could be a success for one character, but not another.

If *all* three conditions are met, the character has a chance to increase its Reputation. Here's how we do it:

- Roll 1d6 versus its Rep.
- If the score is higher than the current Rep or a "6", the character raises its Rep by one level. *The maximum Rep a Grunt can have is six. A Star has no maximum Rep.*
- Any other score and the Rep remains the same.

(1) If a Star, it did not use any Star Advantage.

15.2 DECREASING REP

Just as Rep can go up when you have a successful Encounter it can go down if the Encounter was a failure. Here's how we do it:

- If the character went Out of the Fight; roll 1d6.
- If the score is a "1" the Rep will go down one level regardless of the current level. This can be attributed to stress, illness, or anything else you decide it to be. You can never have a Rep lower than "2."
- Any other score and the Rep remains the same.

16.0 FINAL WORD

That's it, all the rules. *All Things Zombie – Fade to Black* is the game I always wanted to make. Not much more to add except I hope you have as much fun playing it as I did writing it, or as I did watching it write itself, going down paths I hadn't seen coming. Thanks again and like they say...Just play the game!

Ed Teixeira 12/2015

TOOLBOX

Here's a couple of Bonus rules you can choose to add to your Fade to Black games.

CHALLENGE

There may be times during the game when you want to do something out of the ordinary and not covered by an existing rule. You can do it by taking a Challenge. Here's how we do it:

- Decide on what the challenge is.
- Decide what a success looks like.
- Decide what the consequences of failure will be.
- Consult the Challenge Table.
- Modify the Rep of the Challenger up or down depending if the players agree that the Challenge is Easy or Difficult.
- Roll 2d6 versus the modified Rep of the Challenger and determine how many d6 are passed.
- Go down the left-hand column to the appropriate row and across to see the result.
- Immediately carry out the result.

Example – *Sooze (Rep 4) is being chased across a rooftop by three Gangsters. She reaches the edge of the roof and sees another rooftop across a fifteen foot alley. She decides to try and jump it. A success means she makes it unhurt. A failure means she falls and goes Out of the Fight. I decide it is a Difficult Challenge. She counts as a Rep 3 for the Challenge.*

I roll 2d6 and score a 3 and 5, pass 1d6. She gets to the edge and has a choice. She can try again, but must pass 2d6. If she passes 1d6 she has failed and will hit the ground, going Out of the Fight. Or she could choose not to try and confront her enemies.

I roll 2d6 and score a 1 and 3, pass 2d6, and make it across.

CHALLENGE

2

SPECIAL PEF RESOLUTION (TAKEN VS. REP)

A score of 6 is automatically a failure

Circumstance Modifier

Difficult - Challenge is difficult. -1

Easy - Challenge is easy. +1

Tool - Have an applicable tool that helps to succeed in the Challenge. +1

#d6 Passed Result

2 Character completes the challenge successfully.

1 May immediately re-roll counting a result of pass 1d6 as pass 0d6.
OR
Fail and may not try again this Encounter.

0 Character fails and suffers consequences.

NO TERRAIN

There's a way to shorten your games if you want. Instead of using a table full of terrain where you move and the PEFs move, you can use this procedure instead. Here's how we do it:

- Decide what Area you are in (Urban, Suburban, or Rural).
- There are always 3 PEFs and the 3rd PEF is the Target Building.
- Start resolving PEFs normally.
- If Contact is not made – 1d6 or 0d6 was passed on the PEF Resolution Table (12.5) – resolve the next PEF.
- If Contact is made – 2d6 was passed – go to the Tabletop.

TABLETOP

The tabletop is a 12" x 12" flat area where the characters will be placed during the Encounters

when contact occurs. You can choose to place pieces of terrain if you like, but this is not necessary. The rules provide for cover even when not using terrain pieces (page 27).

SETTING UP THE TABLETOP

When a PEF is resolved as Contact the players and NPCs will resolve their actions. Here's how we do it:

- Set aside a 12" x 12" tabletop to play on if using figures or counters. No need to place any terrain in the area, but you can set up small bits of terrain if you like.
- When a PEF is resolved as Contact, determine the type and number of NPCs.
- If combat does not immediately occur, use the Talk the Talk procedure.
- If combat occurs, gather your figures and the NPCs together.
- Place your figures within 3" of one edge of the 12" x 12" area.
- Place the opposing NPCs 3" from the opposite edge.
- Time for combat.

COMBAT ON THE TABLETOP

Contact has been made and it's come down to a fight. Here's how we do it:

- Roll 1d6 and read the result as rolled.
- If a success is scored – result of 1, 2, or 3, the NPCs are Active and moving.
- If a success is not scored – result of 4, 5 or 6, the player side is Active and moving.
- Roll an In Sight Test (Table 5.5.3) to begin the fight.
- Stationary figures are considered to be in cover as people will tend to find cover when threatened.
- Moving figures never count as being in cover.
- On a result of Duck Back, turn the figure so its back is facing the enemy. This represents them ducking back behind cover. Any Duck Back that pops into view (turned to face the

enemy) when next active triggers another In Sight.

- On a result of Run Away, remove the figure.

ATTRACTING ZOMBIES

Zombies are still attracted by gunfire, but we handle it a bit differently. Here's how we do it:

- Zombies are only generated on a roll of "6", regardless of the Area you are actually in.
- Zombies are placed on the edge of the table to the left (1 – 3) or the right (4 – 6) of the players and never on the edge behind players or NPCs.
- Zombies move when next Active.

LEAVING THE TABLETOP

Players can voluntarily choose to leave the Tabletop when Active.

CHAINSAW

It's a fool's weapon, but here are rules for the Chainsaw.

- The Chainsaw gives the user +3d6 in melee.
- When three or more ones are scored when rolling for melee the Chainsaw has stalled. Treat it as suffering Tight Ammo (6.7).

17.0 CREDITS

EXECUTIVE PRODUCER

David Heath

MANUAL AUTHOR

Ed Teixeira

ASSOCIATE PRODUCER

Blackwell Hird

MANUAL EDITOR

Ed Teixeira

GAME DESIGN

Ed Teixeira

MANUAL DESIGN AND LAYOUT

Blackwell Hird, Christia Murray

GAME DEVELOPER

Ed Teixeira

ADMINISTRATION

Ava Marie Heath

BOX DESIGN & ART

Blackwell Hird, Paul Kime

CUSTOMER SUPPORT

Jason Church

MAP ART

Paul Kime

LOGISTIC MANAGER

Darren White

SCENARIO DESIGNERS

Ed Teixeira

PLAYTESTERS

THW Yahoo Group, Ed Teixeira, Shane Heath, Nicholoas Heath, Blackwell Hird, David Heath

SPECIAL THANKS & SUPPORT

Lil, S.J. Benoist, Ren Bitzer, Shauna Church, Nicholas Heath, Shane Heath, Nick KATZMer, Caleb King, Phil Lucero, Austin Stoltz, Kindra White, Patrick White

WHY WE DO WHAT WE DO

We love designing, developing and, most of all, playing games. We thank God for blessing us so we can follow our passions, and our family, friends and, of course, our customers.

ALL THINGS ZOMBIE MINIATURES FADE TO BLACK

WHAT'S ALL THINGS ZOMBIE MINIATURES- FADE TO BLACK?

It's a fast paced, get you into action quickly, RPG-Miniatures game about real life in an unreal world set in the ALL THINGS ZOMBIE MINIATURES universe.

Fade to Black picks you up and sticks you right in the middle of a catastrophic zombie outbreak. Who you are when the outbreak occurs is just as important as where you are. Because unlike other zombie games, where the zombies have been around for awhile, you won't be able to tell the survivors from the zombies until maybe it's too late. Because it's all happening to you just like it would on Z Day. Confusion, chaos, and lack of information are just some of the challenges you'll face when the world starts to crumble. Will you have what it takes to survive the first 30 days?

Then what?

ATZM takes you to where no other zombie game ever has before. It starts on the first day of the outbreak and goes forward from there through the terrifying first 30 days. It's a game where every detail has been covered as you first escape the soulless creatures that threaten you to when you're hunting them down and taking back what's yours.

On the way you'll also find out that maybe your most dangerous enemies aren't the zombies but maybe your old neighbors or even your friends. ATZM can be played solo, cooperatively with everyone on the same side, or competitively with everyone against one another. You can also play ATZM as a one off game or part of an ongoing campaign.

But it doesn't matter which way you play it, as the goal of ATZM is to rebuild the world, as you knew it; except maybe this time with you in charge.

ATZM – FADE TO BLACK...still THE zombie game.



GAME INCLUDES

1 RULE / SCENARIO BOOK
2 PLAYER AID CARDS



LOCK 'N LOAD
PUBLISHING

www.lnlpublishing.com



COMPLEXITY



SOLITAIRE PLAYABILITY



Made in the USA, in the state of Colorado

© 2017 Lock 'n Load Publishing, LLC. All Rights Reserved