

ZOMBIE SQUAD

Where fun isn't just in the sweat meats.

By Tim Hartin

INTRODUCTION

ZOMBIE SQUAD is a zombie survival horror game based on the **DUNGEON SQUAD** system created by Jason Morningstar. Some ideas are also from **Alternate DUNGEON SQUAD** by Liam Brennan.

Required items for play include someone to act as a referee, some players, pencils, paper and a dice set from d4 up to d12.

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CHARACTER CREATION

The dead have risen from their graves and now hunt the living to satisfy their insatiable hunger for flesh. Pockets of

humanity fight for survival against the ever growing numbers of the living dead. Player characters represent these survivors.

Characters can be of either gender and can have any description the player and referee can agree on.

Each character has 4 Primary Abilities that are assigned a die value by the player (d4, d6, d8 and d10).

PRIMARY ABILITIES

SURVIVAL: This covers the basic skills needed to survive in a zombie infested world such as will power, self-discipline and combat.

HEALTH: Physical endurance, aptitude and natural resistance to toxins and infections.

INTELLECT: General intelligence and ability to learn and use knowledge. This ability is used for fixing/understanding machinery.

PERSONA: The character's looks, charm and general charisma. Use this ability when dealing with other survivors who may have a different agenda than the player characters.

SECONDARY ABILITIES

HIT POINTS: Each character has a number of HIT POINTS equal to 10 plus half the value of their HEALTH die.

e.g. a character with HEALTH d10 has $10 + 5 = 15$ hit points.

At 0 hit points a character is unconscious (and cannot perform any actions until healed above 0 hit points). A character will die when hit points are reduced to a minus figure equal to the highest value of their HEALTH die.



e.g. minus 10 hit points results in death for a HEALTH d10 character.

NOTE: Any character killed by a zombie, and not completely eaten, will rise from the dead as a zombie in the number of Rounds as per the character's original Health die value.

e.g. a HEALTH d8 character dies. He will become a zombie in d8 rounds.

LANGUAGES

A character starts with their default language based on their country of origin and they may be able to know additional languages. Make an INTELLECT roll.

A roll of 1 – 3 means the character knows only their native language. A roll of 4 – 6 means the character knows 1 additional language. A roll of 7 – 9 means the character knows an additional 2 languages and a roll of 10 means the character knows an additional 3 languages.

These additional languages may be any other foreign language (such as French, Japanese, Mandarin, German, Swahili, etc.) with the referee's approval.

STARTING "STUFF"

Characters start the game with two items of "Stuff." The "Stuff" can be anything a player may want, as long as it is approved by the Referee. Some common pieces of "Stuff" are a large wrench, pistol, axe, molotov cocktail, etc.

Assign one of the following values to each of the character's two items of "Stuff": d6 and a d10. A character may not have more than four items of "Stuff" at anytime. The character may have as many normal items as they can carry.

eg. The player decides to give his character a d6 Machete and a d10 Shotgun. Another player decides to give her character a d10 Chainsaw and a d6 Old Service Revolver.

Most weapons do a d4 die roll for damage. If a player assigns a weapon to his "Stuff" then that weapon will do damage as per its "Stuff" die value. Weapons with other die value will be found during the course of the game.

Armour reduces damage taken by the amount of its die code.

e.g. A character wearing a heavy leather jacket is attacked by a zombie. The zombie bites for 1d6 damage while the jacket offers 1d6 protection. Should the zombie do 4 points of damage and the player rolls a 5 for his armour – he takes no damage from the zombie.

ADVANCEMENT

As the characters scavenge for survival, they may come across many useful items. This can range from weapons to medical supplies (perhaps they add +1 to Health rolls vs sickness and/or zombie infection) to food to fuel.

Characters also gain experience for every zombie killed equal to that zombie's HPs. These experience points may be spent to raise an Primary Ability die value. To raise such a value costs 50 times the new Primary Ability.

e.g. A player wants to increase his character's d4 Personality to d6. It will cost him 300 XPs.

A player may also spend 50 XPs to increase his character's HPs by 1 point, or his character's MV by 1 point.



RESOLUTION MECHANIC

A TASK is any attempt at an activity that is neither instantly achievable or

impossible. All TASKS are rated depending on their difficulty and require a number to be equalled or surpassed for success. The numbers are detailed below:

Easy	2
Normal	4
Hard	6
Very Hard	8
Nigh Impossible	10

SURVIVAL TASKS

Used when attempting tasks such as listening, sneaking, searching, determining another's motivation or trustworthiness, and combat.

HEALTH TASKS

Used for resisting poisons, extreme fatigue, and infections (such as Zombie Infection). It is also used for physical activities such as climbing, jumping, swimming and lifting heavy weights.

INTELLECT TASKS

Used for deciphering codes and puzzles, jerry-rigging/repairing technology, and understanding additional languages.

PERSONALITY TASKS

Used for bribing, befriending, bullying or seducing others. Personal rolls work only on the living (no affect on zombies).

SURPRISE TASKS

Zombies have a way of popping out of nowhere and surprising characters when they least expect it. In situations where there may be an unknown zombie(s) lurking about, the referee may roll a SURPRISE TASK.

Using the character's SURVIVAL die value, the referee rolls against a difficulty number based on the Zombie's strength/type (Weak = 2, Average = 4, Strong = 6, Unique = 8). Should the character fail the roll, they are surprised and the zombie gets a free action.

e.g. Two characters are searching a gas station for supplies. Unknown to them, there is a zombie behind the counter. The referee rules that the Average strength zombie is an Average TASK to notice and rolls for the characters. Character B succeeds and watches as a zombie jumps out from behind the counter and charges towards Character A (who failed his Surprise TASK).

INITIATIVE TASKS

After surprise has been checked, the next stage is initiative. Players roll their SURVIVAL die to see who goes first. Highest number gets first action. Use the zombies' Bite die value for its initiative. The referee may decide to roll for the opponents one by one, or in groups, or on mass as one unit – referee's call.



TASK MODIFIERS

Sometimes a TASK will be effected by the circumstances in which it is attempted. If this is to the character's benefit it is referred to as 1 die higher.

e.g. A d8 is rolled instead of a d6, a d10 is rolled instead of a d8 etc.

If this is to the character's detriment it is referred to as 1 die lower.

e.g. A d6 is rolled instead of a d8, a d8 is rolled instead of a d10 etc.

Should this result in a die lower than d4 the character may not attempt that TASK roll.

Should it result in a die higher than d12 the roll is attempted at d14. For a d14 simply roll a d12. Take any odd roll as is but add 2 to any even roll.

Above a d14 is d16 and d18. These are handled exactly as d14 except that at a 4 and 6 is added to even rolls respectively.

Modifiers stack with a higher and lower die modifiers cancelling each other out.

ZOMBIE ORIGINS

As for the origins of why the dead are returning to life and attacking the living are left up to the Referee to decide depending on the Referee's campaign. The following examples are just suggestions and are far from being the only possibilities.

ALIEN PLAGUE

Perhaps strange alien radiation bombards the earth causing the dead to rise from the grave. Or a meteorite crashes into the earth releasing an alien virus that animates the dead.

AFTER THE BOMB / RADIATION

The war to end all wars has finally happened. The world is a wasteland

scarred by radiation and biological weapons. The survivors of this catastrophe now must deal with the dead who hunger for the flesh of the living.

SCIENCE GONE MAD

Whether it is scientists meddling with *things that man was not meant to know*, or the military trying to create the super-soldier, or an attempt to cure diseases that went wrong... science has unleashed the greatest horror known to the world – zombies!!

SUPERNATURAL / THE LAST DAYS

Perhaps it is the End Times and the dead have risen and are taking their revenge on the living. Or perhaps Hell is full and the dead no longer have a place to go. The world has literally become a *Hell on Earth*.

THE ZOMBIE HORROR

A zombie needs a roll of 4 or greater to hit a survivor. Zombies can be divided into four "classes" of difficulty: weak, average, tough and unique.

KILLING ZOMBIES

Zombies are "killed" when their HP reach 0. This represents the final fatal shot (in most games this represents the head shot). Naturally, the Referee may determine special rules on how a zombie may be killed (ie only by fire, or Holy Water, or a biological agent, etc).

OPTIONAL RULE: A character may attempt to hit the zombie's head and go for an instant kill with a call shot. The attacking character's Survival Roll is at -1 die value.

e.g. A character with d8 Survival tries to get a headshot on a average zombie. He attacks with a d6 instead.

THE ZOMBIE BITE

All Zombies have an Infectious Bite attack. Should this bite score any HP damage on a survivor, then that player must make a HEALTH roll against the damage done or else the character will fall victim to the zombie infection.

e.g. A zombie bites a character for 4 points of damage. The character has d8 Health and rolls a 2. His character is infected and will become a zombie.

Any characters that do become infected will become zombies in the number of rounds based on their Health die value.

e.g. The above infected character now rolls a d8 and gets a 4. That means his character will succumb to the infection in four rounds and become a zombie.

OPTIONAL RULE: One possible optional rule when dealing with zombie infection is to allow no save should a zombie inflict any damage with its bite.

Or the Referee may apply a Task Modifier to the character's Health die value. Weak zombies have no modifiers, average zombies have a -1 die modifier, tough zombies a -2 die modifier, and unique zombies have a -3 die modifier.

SAMPLE ZOMBIES

Here are a few examples of various "classes" of zombies:

WEAK

Weak zombies are zombies that are missing major parts of their anatomy (including one or more limbs) or are

small animals. Survivors need a 2 or better to hit these zombies in combat.

Severely Damaged Zombie: Grip d4, Bite d6. HP 6.

Small Zombie Animal (Bird, Cat, Dog): Bite d4. HP 4.

AVERAGE

Average zombies still have most of their major parts of their anatomy or medium-sized zombie animals. Survivors need a 4 or better to hit these zombies in combat.

Typical Zombie: Grip d6, Bite d6. HP 10.

Medium Zombie Animal (Large Dog, Wolf, Wild Cat): Bite d6. HP 7.

TOUGH

Tough zombies are zombies that have been augmented by either science (such as a military experiment) or by magic (such as a ritual spell). Survivors need a 6 or better to hit these zombies in combat.

Tough Zombie: Grip d8, Bite d8. HP 15.

Large Zombie Animal (Bull, Elephant, Hippopotamus): Charge d8, Bite d6. HP 18.

UNIQUE

Exceptional zombies are rare and few in between. These zombies represent individual undead like a zombie king or a mystical priest who has total control over his zombie nature. Survivors need a 8 or better to hit these zombies in combat.

Unique Zombie: Grip d8, Bite d10. HP 20 or higher.

OPTIONAL ZOMBIE POWERS

Here are but a few samples that a referee could add to his zombies for something different, or even to help build Unique zombies.

Aquatic Zombies: Most zombies don't cope well with water, but this type of zombie is well versed within water. It will either walk along the bottom or swim (both have a MV of 3).

Digging Zombies: This type of zombie burrows under ground. It can dig through the earth (not rock) with a movement rating of 3. While this isn't the fastest means of transportation, it does increase the zombie's chances of surprise. Characters SURVIVAL TASKS are at 1 die value lower when checking for surprise.

Disgusting Odour: All zombies stink but this type of zombie exudes an exceptionally foul odour. The smell is so bad that any living characters within five feet of the zombie have to make a HEALTH TASK (vs the zombie's class) to avoid vomiting on the spot. A failed HEALTH TASK means the character spends his action vomiting and feeling queasy (no attacks are possible).

Fast Zombies: These zombies move with great speed and agility. Increase the zombie's MV to 6 or higher and increase their Grip die value by one level.

Independent Body Parts: This zombie's body parts continue to function as normal even if they have been severed from the zombie's body. Severed hands will continue to crawl,

heads will continue to bite, feet will continue to walk, and so on.

VEHICLES

A large number and variety of vehicles may come into play in a Zombie Squad! game. Vehicles have their own attributes. They are:

SPEED: The vehicles speed listed in miles per hour. The first number is top speed and the second number is cruise speed.

HANDLING: This represents how well a vehicle responds to its controls. Use this die value when attempting to do any special maneuvers with the vehicle.

e.g. A character wants to make a sharp U-turn with his motorcycle. He would roll a d8 to see if he succeeds.

OPTIONAL RULE: A character may increase their Vehicle's Handling die value by 1 if they have a higher Survival die value.

e.g. A character with a d10 Survival is driving a sedan. In his hands, the Sedan acts as if it had a d8 Handling die value instead of its normal d6 value.

PROTECTION: This represents how much armour the vehicle provides to its passengers. Should a vehicle take 2x its maximum Protection value in damage, it is rendered inactive.

WEIGHT: This is the weight in pounds of the vehicle in question.

SAMPLE VEHICLES

Here are a few examples of various vehicles:

MOTORCYCLE

SPEED: 160/70
HANDLING: d8
PROTECTION: d4
WEIGHT: 500 lbs

SEDAN

SPEED: 130/65
HANDLING: d6
PROTECTION: d6
WEIGHT: 2500 lbs

PICK-UP

SPEED: 120/65
HANDLING: d6
PROTECTION: d8
WEIGHT: 3500 lbs

BUS

SPEED: 90/60
HANDLING: d4
PROTECTION: d6
WEIGHT: 25,000 lbs

JEEP

SPEED: 70/50
HANDLING: d10
PROTECTION: d4
WEIGHT: 2000 lbs

MILITARY TRUCK

SPEED: 60/40
HANDLING: d6
PROTECTION: d8
WEIGHT: 12,000 lbs

ARMoured PERSONNEL CARRIER

SPEED: 45/30
HANDLING: d6
PROTECTION: d10
WEIGHT: 25,000 lbs

HELICOPTER

SPEED: 130/90 (flight)
HANDLING: d6
PROTECTION: d6
WEIGHT: 5000 lbs