

# DEAD WALK AGAIN



## Planned Movement Production

**Created by**

*Jörgen Bengtsson & Staffan Raupach*

**Ideas by**

*Nicklas Åkerman*

**Special thanks to**

*Carolina Hellberg, Daniel Bäcklund*

**Play tested by**

*FLUFF gaming club and countless of souls at conventions all over Sweden*

**Proof read by**

*Timothy Hawkins*

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## Introduction

Dead walk Again, DwA, is a set of tabletop rules inspired by those nice zombie movies that we all saw when we were younger. We came up with the idea after seeing, what we think to be the best zombie movie, Dawn of the Dead. The films' intro shows a number of SWAT units cleaning out an apartment block, of Zombies. It was this kind of action we wanted to recreate, SWAT vs. Zombies. It all fell into place when we found a couple of miniatures perfect for the job and off we went, creating both a set of rules and a big model town we named Deadville. Over the last couple of years we have displayed the game at different shows here in Sweden and have found out what works and what doesn't. After many game rule adjustments and countless hours of testing, we now feel that we have found the right balance in the game, and would like for you to experience it as well.

N.B. There will always be things people feel could have been done differently. We acknowledge that what appeals to one, may not appeal to another. Therefore to improve the games longevity and appeal, if you have any comments and/or ideas, then let us know.

## Playing the game

DwA is a one of those games that doesn't have that nice balance between the different sides. This makes the game a little awkward to play since it's not something that you can just pick up, decide your armies and begin to play. The two sides, SWAT and zombies, are very different from each other (much the same way as the early Conquistadors and Aztecs. Guns vs Bows and arrows) and can't just be pitched against each other in a fight. If you play the game this way the zombies will almost always loose. When the game is played, there is always a gamemaster, whose title is 'The Zombie Master'. This person decides the course of the game by controlling the Zombies, and events happening around the SWAT unit. By using The Zombie Master, hidden movement can be used, which gives the game the balance required. The Zombie Master writes down where Zombies are when they are out of sight of the players and where they are going to enter the game. This gives The Zombie Master a large amount of control over the destiny of the SWAT team. By placing zombies in close proximity to a SWAT team, but out of sight, say, around a corner, when 'contact' is made and the SWAT team is unprepared, it could spell disaster for the SWAT. We feel that the scenarios should be planned before the game begins, so that the players know the mission objectives and the zombie entry points are not changed during play. The role of The Zombie Master is to make the game enjoyable for the players by putting a well-balanced pressure on the SWAT unit during the game, not just kill them in the second turn. The key word in playing DwA is to have fun. If you are looking for a competitive game then this is may not be for you.

## Planned Movement Production

Almost 10 years ago an idea took shape. It grew over the years with ideas being written down, tested and shown. The name Planned Movement Production was taken from the now long defunct game Phoenix Command, more for the fun of it than anything else. Back then, there was one, today, we are three. Who live and work in Gothenburg, Sweden. We write games that we want to play ourselves and only think it's a bonus if someone else likes them as well. We want our games to be fun, interesting and a little bit odd, just to be on the safe side.

If you want to find out more about the things we do just visit us on the web:

**[www.pm-production.nu](http://www.pm-production.nu)**

And if you have any comments, ideas or questions about the DwA rules or us just email us at:

**[dead\\_walk\\_again@pm-production.nu](mailto:dead_walk_again@pm-production.nu)**

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## 1. Figures

The rules are written for 25/28mm figures but should be easy to convert to other scales if necessary. We use figures from Cold War Miniatures, Wargames foundry, Copplestone Casting and Zombie smith. For a standard game you will need 5 SWAT/soldiers/humans and about 25-30 zombies. We recommend the Zombie miniatures from **Cold War Miniatures** ([www.cold-war.co.uk](http://www.cold-war.co.uk)) to add flavour and character to your DWA game.

## 2. Measurement

Centimetres are used throughout the rules but could be converted to inches if necessary. The basic movement is 5cm, which is roughly 2 inches. A normal gaming area is around 80 x 80 cm but could be larger if you want but by keeping it small, it will give you a better game.

## 3. Die

Only 6-sided dice are used in the game and we'll refer to them as die from now on.

## 4. Sides

In the game there are two sides, zombies and humans. Players always play the human side and a game master controls the zombies according to the scenario. The human side normally consist of five SWAT soldiers but could be anything from bikers to futuristic power armoured troops. But we do not recommend more then five since it takes many zombies to bring down five well-armed soldiers. All weapons in the game are based on normal contemporary weapons so if you want to play with other weapons you have to invent them. Please, feel free to do that. If you feel that your alterations or amendments make for a better gaming experience, let us know since we would love to hear what people do and maybe it will end up in a supplement of some sort.

## 5. Game turn

The game is played in turns. Each turn consist of three phases that are always played in the given order.

1. Fear test
2. Humans move and fire
3. Zombie action

The Fear test is explained at the end of the rules (*chapter 10. FEAR*). In the second phase, all humans make their moves and actions. Resolve each soldier one by one, finish all movement and shooting with one, before continuing onto the next. In the third phase, all zombies are moved, new zombies are placed according to the scenario and then all zombie attacks are resolved, if any.

## 6. Action points (AP)

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

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

## 6.1. Actions

Movement	Movement 5cm	1AP
	Move over obstacles	+1AP
	Take cover/laying down	1AP
	Stand up from prone	2AP
	Fancy move ( <i>optional</i> )	+1AP
Manipulate	Open door/hatch	2AP
	Pick up object	2AP
	Switch weapons	2AP
Weapons	Fire weapon	1AP
	Fire machinegun	4AP
	Aim (accumulative +1)	+1AP
	Reload	2AP
	Reload machinegun	4AP
	Brace machinegun	4AP
	Clear jam	3AP
Other attacks	Close combat attack	2AP
	Prime grenade	1AP
	Throw grenade	1AP

## 7. Movement

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

*Sgt. Thompson stands in the middle of the Main Street. To his right he has the video store that he can reach with 1 AP (5cm). The door is closed so he has to open it, 2 AP's. He now has 1 AP left. He sees that there are no visible zombies inside so instead he turns around (no cost) and fires at a zombie across the street, 1 AP.*

## 8. Shooting

Weapons are divided into different types, e.g. Rifle, pistol, shotgun. Specific makes within each type with different ballistics or round size are not distinguished from in the game. The following weapons are available to soldiers and if you'd like, zombies:

	<b>Mag</b>	<b>Rof</b>	<b>R</b>	<b>CQM</b>	<b>Fall</b>	<b>Elim</b>
Sub machinegun	10	4	60	4+	4	5-6
Shotgun	6	3	30	5+	<i>special</i>	
Pistol	5	3	20	3+	-	4-6
Assault rifle	10	4	90	5+	4	5-6
Machine gun	4	*	90	6+	<i>special</i>	
Sniper rifle	5	1	150	6+	-	3-6
Grenade launcher	1	1	60	-	<i>special</i>	

Each weapon has the following characteristics:

Mag	Magazine, each mag holds this many rounds, the number of times a weapon can be fired without being reloaded.
Rof	Rate of fire, number of bursts that can be fired in a turn.
R	Range, the maximum range a weapon can be effectively used, in centimeters.

CQM	Close Quarter Maneuver ( <i>chapter 9.3. Firing in close combat</i> )
Fall	The result needed on a die to make the target fall down.
Elim	Eliminate, or put the target out of action.

## 8.1. Bursts

A burst is a generic term of an arbitrary number of bullets fired by a weapon when fired. The number of bullets in a burst depends on the weapon and the situation. It has no impact on the game to know exactly how many bullets, the game is not that detailed.

## 8.2. Rate of fire

The rate of fire or Rof, is the number of bursts that can be fired in a turn. To fire a burst, the player needs to expend 1 AP in order to pull the trigger. Weapons can't fire more than it's Rof, in a turn.

*Private Henderson covering Sgt. Thompson's back has a shotgun. While Thompson moved closer to the video store Henderson spent time shooting zombies further down the street. Even if Henderson has 4 AP in a turn he can only fire the shotgun three times since it has a Rof of 3.*

## 8.3. Pulling the trigger

Firing a weapon cost 1 AP. Start by selecting a target and the number of bursts fired at the target. Then roll the die and see if it's a hit or not. The number of targets that can be hit and the amount of die to roll depends on the weapon fired. Normally you roll one die for each burst fired and one burst can hit one target. The Machine gun, Shotgun and the Grenade launcher works a little bit different, see below. A target can be fired upon any number of times in a turn but only multiple number of times by one firer if the player states that before rolling the die. This prevents players from firing once, checking the result and then fire again until the target is eliminated.

*Sgt. Thompson starts his next turn with 4 new AP's. He missed the zombie across the street last turn and will now try again. He declares that he will fire twice against the zombie. If he should miss both shoots he can't fire at the same zombie again in this turn, but can still fire at other targets.*

The effect of firing against a zombie can either be Fall or Eliminate. The score needed for each is found in the weapon table (*chapter 8. Shooting*). If a target receives a Fall result it will be placed on its stomach. At the end of the turn the target is rolled over on its back and can in the following turn use 2 AP to get up. If the target receives an Eliminate result it's removed from play. When firing, AP's can be used to improve the chances of eliminating the target. For each 1 AP spent aiming +1 is added to the die roll. This modification is lost between each burst and new AP's must be spent before each burst fired, in order to get a modification. The aiming modification can't be carried over from one game turn to the next. The aiming is accumulative so aiming twice will add +2 to the die roll.

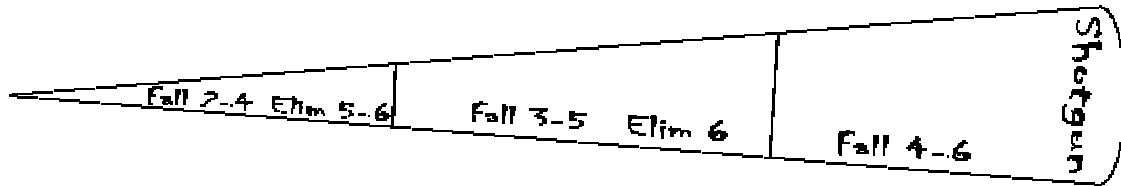
*Sgt. Thompson declares that he will fire twice at the zombie across the street. That will cost him 2 AP so he'll have 2 AP left to do something else with. With his Submachine gun he will need to roll 4 or better to get a hit on the zombie, 5 and more will eliminate the zombie. He is unsure and desperately needs to eliminate the zombie so he uses the other AP's to aim with, one for each shot. He rolls two dice and gets a 3 and a 5. With +1 on each shoot the first will give the zombie a Fall result and the second shoot puts a bullet through the zombie's brainstem eliminating him from the game leaving Sgt. Thompson to deal with other zombies the next turn.*

### 8.3.1. Shotgun

The shotgun is a little different from the other weapons because multiple targets can be hit with the same burst. The weapon uses a template to see the targets that are hit, see below. For each burst fired the player lines up the template in the way he wants. The tip of the template must connect to the firer. Each target that is covered by more than half of the template is considered a valid target. Since the burst radiates outwards from the shooter in a straight line any target that is covered by another target by more than half, can't be hit. Targets that are behind corners, trees and other obstacles by more than half also cannot be hit. For each target that can be hit, a die is rolled, and dependant upon the target range,

different results occur. Since a shotgun is a slower weapon and is usually fired over the barrel the firer can fire each burst and see what the results are before deciding on the next. The shooter can't spend AP's aiming to improve the effect of the shotgun.

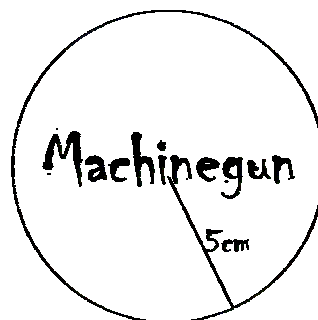
**Template:** Cone, 30 cm long, 5cm wide at the end, 10cm intervals.



*Private Henderson is covering Sgt. Thompson's back when three zombies slowly make their way around the corner of the video store. Henderson decides to take them out before they get any closer. He lines up the template and since the two zombies in front are walking, shoulder-to-shoulder, he can get them with one burst. The third zombie behind the first two is completely covered by the other two zombies so he will not be affected. Rolling a die for each target Henderson misses one and gets a Fall result on the second. Damn! The third zombie is still covered by more than half so he can't hit them both with his next shoot. He uses 1 AP to sidestep 5cm which gives him a clear view of both zombies still standing. He fires and eliminates both of them. Hurray! He has 1 AP left and one shoot this turn, the shotgun has 3 in Rof, so he lines up the template on the zombie lying down.*

### 8.3.2. Machinegun

The machinegun is similar to the shotgun in that it has to use a template as well. This template is used to see which targets are affected by the burst. The machinegun, by its very nature, is a very cumbersome weapon, so the firer can't move and fire in the same turn, which is why it costs 4 AP to fire. When firing, the player places the template where he wants his fire to hit. The front edge of the template, the one closest to the firer must be in 'line of sight' and not covered by targets, obstacles or buildings. If the template is placed so that part of it is behind buildings etc, these will cover any targets behind. Targets inside the template will not cover each other like the shotgun and can be hit normally. The player then rolls 6 die and divides the hits among the targets. On a score of 5 a target Falls and on a score of 6 a target is Eliminated.



*Private Stone covers the group's rear with the machinegun. When he glances towards the park he sees a large group of zombies approaching. He starts the turn by moving into a good firing position using 2 AP leaving him with 2 AP left, not enough to fire the machinegun. In the next turn the group of zombies has entered some trees. Stone takes aim and press the trigger. Aligning the template at the leading zombie covers the whole group, 7 zombies. But trees cover two zombies by more than half so they can't be targeted. Rolling 6 die the score is one 6, two 5 and three that don't count. Stone removes the leading zombie (the die 6 and is Eliminated) and lays down two zombies (the die 2 x 5 and are Falls) on the flank so that next time he fires he can cover the rest of the standing zombies.*

A machinegun normally fires one burst each turn. But if the firer braces the weapon, using the bipod for stability, he can fire two bursts per turn. To brace a machinegun cost 4 AP so the firer can't do anything else in the same turn. After bracing the firer can fire two bursts for the price of 4 AP. The

burst template can't be moved more then 20cm between the bursts. The player then rolls 6 die and divides the hits among the targets. On a score of 4 a target Falls and on a score of 5 or 6 a target is Eliminated.

### 8.3.3. Grenades

Grenades are also a template weapon like the shotgun and machinegun. Grenades can either be thrown or fired from a grenade launcher. In either fashion, the same grenades are used. In order to "fire" a grenade, a decision is required on where the grenade should land. The spot must be within line of sight from the thrower. Roll a die, on a score of 6 the grenade will hit the spot. On a score of 3-5 the grenade will deviate 2\*D6cm in a random direction using the outer direction scale on the deviation template. If the die comes up either 1 or 2 the grenade deviates 3\*D6cm in a random direction, use the inner direction scale on the deviation template. The deviation template is found below. The template is graded with two scales, one inner and one outer, both ranging from 1 to 6. Instead of a template a direction die could be used, but there could be some nasty surprises.

When the grenade lands it explodes and the blast template is used to see how many are effected by the blast. Roll a die for each target. The type of grenade is instrumental in how each target will be effected:

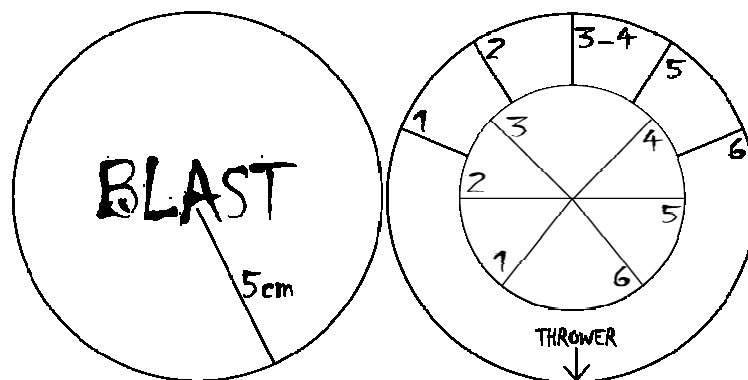
	Stun	Fall	Elim
Concussion/Fragmentation grenade	-	2-4	5-6
Flash-Bang grenade	3-4	5-6	-

A stunned target can't do anything for the rest of the turn. All other results are the same as all other weapons.

*Optional: Grenades work differently if used in rooms or outside, especially the Flash-Bang grenade. The Flash-Bang grenade works as a normal grenade outside but with a -1 modifier on the effect. When used indoors the Flash-Bang affects an entire room instead of using a template. The Concussion grenade gets a +1 modifier on the effect when used in a room.*

*Optional: When a grenade misses a target and hits a wall let it bounce because it can make for very funny situations. Use common sense when calculating the bounce and the final spot where the grenade lands.*

When throwing a grenade it has to be primed first, 1AP. To throw a grenade costs 1AP. Firing the grenade launcher cost 1AP but it has to be reloaded between each round fired.



*Sgt. Thompson orders Private Johansson to enter the video store. Johansson moves up to the door and pulls out a Flash-Bang grenade using all his 4AP (2AP for movement and 2AP for picking up the grenade). Henderson moves up as well ready to burst into the room. In the next turn Johansson primes the grenade, opens the door and throws it into the room 4AP (1AP to prime, 2AP open the door and 1Ap to throw). There are two zombies inside. Johansson chose a spot directly between the two zombies and throws the die, he rolls a 4 and misses the spot. Rolling two other die for direction and distance reveals that the grenade overshoots the spot, hits the back wall and bounce back towards Johansson. The grenade stops at a spot less then 5cm from Johansson and Henderson but still inside the room effecting both zombies and the SWAT. Rolling 4 and 5 for the zombies stunning*



one and making the other one fall. Johansson receives a 5 (rolling a 6 -1 for being outdoors) making him fall over. Henderson gets a 2 (3 -1) and can luckily continue the turn so he rushes into the room trying to take out the zombies with his shotgun.

## 8.4. Weapon jam

*(Optional)*

This rule is optional because it give some extra die rolling and slows down the game. But it can make a game rather dramatic when weapons jam at the "right" moment. For all weapons except machineguns, grenades and grenade launchers, re-roll any die coming up 1, on a score of 1-2 the weapon jams. The machinegun jams when three or more die comes up 1. A grenade can jam or rather be a dud if you roll two extra die and you get a double 1. The grenade launcher jams on a roll of 1 and then on an additional roll of 1-3.

## 9. Close combat

Close combat occurs when two or more models are in base-to-base contact with each other. When in close combat a human can either attack or try to break from combat, no other actions are allowed. Humans and zombies fight differently when in close combat. Zombies only have one way to attack while humans can decide to use one of two types of attacks.

### 9.1. Humans

Humans can attack in one of two ways, using hands, feet, knife, or rifle-butt to strike the target, or fire their weapon in close combat.

### 9.2. Firing in close combat

If a human has a weapon he or she can fire that weapon in close combat. When firing in close combat the targets and rounds must be decided before the dice is rolled, as for normal firing combat. To score a hit on an opponent the die roll must be equal or over the weapons CQM (Close Quarter Maneuver) value. If a hit is scored the opponent is Eliminated.

*Ex. Private Swanson is in close combat with two zombies. He has his submachine gun ready and decides to fire two bursts at one opponent and one against the other. A submachine gun has a CQM of 3+. Rolling 3 and 5 for the first opponent eliminates him. The die for the second opponent comes up 2, a miss. Even if Swanson has 1 AP left this turn he can't do anything else since he is still in close combat with the zombie and can't fire at it again.*

### 9.3. Out of ammo in close combat

If the weapon is not loaded or runs out of ammunition the only option is to strike the opponent. To strike an opponent with any weapon cost 2 AP. For each attack roll a die on a score of 5+ the opponent receives a hit. The first hit knocks the opponent to the ground, equal to a Fall result when firing. A second hit on the same target Eliminates the opponent.

*Ex. Private Swanson is in close combat with one zombie and his submachine gun is out of ammunition. He strikes the zombie with the weapon, rolling a 5 on the first strike knocks the zombie. He has 2 AP left and can move away from the zombie. He decides to make a second strike at the zombie. If another hit is scored the zombie is Eliminated.*

### 9.4. Breaking close combat

Instead of fighting, a human can try to break close combat. This has to be declared at the start of the turn and if it fails the soldier can't do anything else for the rest of the turn. The break attempt cost 1AP and is done by rolling a die. To break combat you need to score over the amount of zombies in base-to-base contact and have a clear path away from the zombies. If surrounded by zombies this action can't be used.

*Ex: Another zombie attacks Private Swanson and wounds him. Swanson, having run out of ammunition, decides that enough is enough and wants to break out of close combat. There are two zombies in base-to-base contact so he needs to roll 3 or more on a die to break. He rolls a 2 and is in deep trouble since he has just used up all his AP by missing.*

## 9.5. Wounds

Wounds received are accumulative and each time a human receives one or more wounds in a turn a test must be done to see if he/she succumbs to the injuries and is Eliminated. Roll a die, if the score is equal to or higher than the number of wounds the human is okay, if the roll is lower, then the human dies and is removed from play (see chapter 9.11. *Zombiefication*).

*Ex: Private Swanson receives three wounds from the two zombies (four attacks that wounds on 5+ and 4+ (with a weapon)). Swanson has one wound since before and must now roll a die equal to or higher than 4 to stay alive.*

## 9.6. Shooting at fallen targets

If a soldier is within 10cm from a fallen zombie he/she can try to Eliminate it with one burst. Roll a die and if 3 or more is scored the fallen zombie is removed from play. This roll is independent from the weapon (grenade and grenade launchers can't be used) used but it still uses a burst of ammunition.

## 9.7. Zombiefication

*(Optional)*

Let the killed humans lay where they fall. At the end of each turn roll a die for each killed human. If the score is below the number of wounds plus the number of turns the human has been dead the human becomes a zombie. When the human becomes a zombie replace it with a zombie figure placed on it's back and treat it as a normal zombie.

*(Optional)*

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

# 10. FEAR

FEAR is just another name for moral. In the beginning of each turn all humans within 10cm from any zombie must make a FEAR test. The FEAR test is taken against the moral value for the group, this value starts at 10, at the beginning of a game. A group usually consist of 5 humans, for example a SWAT unit. If the group is smaller or larger the moral value has to be altered or the group split into smaller groups. The test is done by rolling two die equal or under the moral value. The moral value is modified for each individual human by the following modifiers:

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

The group's moral value is permanently changed by the following situations:

- 2 for each killed team member
- 1 (additional) for each team member zombiefied *(optional)*
- 2 if a civilian is killed

If the FEAR test fails (rolling over the modified moral value) then all actions costs are doubled for the duration of the turn.

*Five zombies are closer then 10cm of the SWAT group at the beginning of a turn. Swanson and Henderson has all five zombies within 10cm, they also got three SWAT members each within 10cm.*

Swanson has three wounds so he has to make the FEAR test against 5 (10 - 5 + 3 - 3). Henderson is not wounded so he will test against 8 (10 - 5 + 3).

## 10.1. Survival of the fittest

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

## 11. Zombies

In most cases, zombies are mindless walking corpses controlled by their urge to consume flesh, but this depends on which of the zombie movies you have watched. In classic zombie movies, the zombies are slow and mindless, driven by their primal instincts (Dawn of the Dead, 1978). In the more modern movies, zombies can run around like speed freaks (28 days later (if you categorize this as a zombie movie)) or jump around like ninjas (Zombie 4, after death, 1988). Some zombies will talk, or moan "Braaaaaain" (The return of the living dead, 1985) while others will fire weapons (Day of the dead, 1985). In this game we aim for the "classic" zombie, slow and mindless.

### 11.1. Basic zombie rules

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

#### 11.1.1. Action points

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

#### 11.1.2. Movement

All zombies are moved towards the closest human that they can see or hear. Zombies that don't have anyone to move towards can either move in a straight line or randomly, roll a die. Zombies should be moved in as a straight line as possible towards the closest human. If zombies can't reach a human because zombies surround him or her, the zombies will move towards the next closest human. Use common sense when moving the zombies.

#### 11.1.3 Lurch

*(Optional)*

When a zombie ends its move within 5cm of a human roll a die, on a score of 5 or 6 the zombie moves into close combat and can make a close combat attack.

#### 11.1.4. Close combat

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

*Ex: Private Swanson is alone on the street. One zombie reaches him after its full move and attacks once rolling a single D6, needing a 6 to wound. In the following turn a second zombie with a big knife enters the close combat. The first unarmed zombie now has two attacks, rolling two D6 and adding +1 since there are two zombies. The second zombie only has one attack this turn, rolling a single D6 but adds +1 for the weapon and +1 for the other zombie.*

## 13. Inspiration

Night of the Living Dead (George A. Romero, 1968)  
Dawn of the Dead (George A. Romero, 1978)  
Zombie Holocaust (Frank Martin, 1979)  
Zombie 2 (Lucio Fulci, 1979)  
Zombie 3 (Andrea Bianchi, 1980)  
Day of the Dead (George A. Romero, 1985)  
The Return of the Living Dead (Dan O'Bannon, 1985)  
Zombie 3 (Lucio Fulci, 1988)  
Zombie 4: After Death (Claudio Fragasso, 1988)  
Resident Evil (Paul W.S. Anderson, 2002)  
28 Days Later ... (Danny Boyle, 2002)  
Bad Taste (Peter Jackson, 1987)  
Braindead (Peter Jackson, 1992)  
Nightmare City (Umberto Lenzi, 1980)