

# “Run?...or Shoot?”

## Tactical Survival in an Outbreak

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### Introduction and Method of Play

These rules are designed for team play against an umpire-controlled zombie infestation. It is heavily influenced by '28 Days Later' and the game 'Left4Dead'. It is written for use with 20mm/25mm figures and a good source of large numbers of plastic zombies are the ones from the board game *Zombies!* (they also glow in the dark). The balance of the rules is on the assumption that the survivors are very heavily outnumbered, maybe 20 or 30 to one overall. Ideally the playing area should be fairly close – like an urban or wooded area – with plenty of places for the zombie hordes to lurk in ambush. In the set up there should be a number of concealed hordes – in basements, behind fences, down sewers etc. These are triggered by player action and attack. In addition there will be small groups or individual zombies scattered about the playing area.

It is also a good idea for the umpire to set an objective for the Survivors, such as:

- Reach a designated fortified 'safe house'
- Collect a certain number of items (food, drugs, weaponry) from the buildings in the area
- Find and rescue other, unarmed, survivors trapped in the area.
- Get to a designated rescue / pick up point.

You can vary the challenge further by giving the players limited resources and encourage them to pick up more along the way. (“Oh look, a gun shop!”)

### Carrying Limits

Each survivor can carry

- A pistol
- A main weapon (this will be a gun or a large melee weapon, but not both)
- Up to 8 minor items, which would be
  - ✓ A weapon reload (specify)



- ✓ A grenade, pipe bomb or Molotov cocktail
- ✓ Binoculars
- ✓ Torch
- ✓ Tactical radio (the mobile phone network is down).

A First Aid Kit counts as two items.

### **Sequence of Action**

It is important to stick to this rigidly.

1. Place Action Card
2. Reveal Action Card
3. Survivors' Melee action
4. Zed melee damage
5. Survivor Movement, Run, Climb, Give, First Aid, Assist
6. Survivor grenade throwing
7. Standing Zed Movement. Crouching Hunters leap. Standing Hunters crouch
8. Knocked down zeds stand.
9. Survivors Shoot, Snipe or Reload
10. Boomers spit, Tanks throw rocks, Smokers ensnare
10. Knocked down survivors stand

### **Action Cards**

Each player has a set of cards – marked as follows:

RUN	Move 10cm, no shot
CLIMB	Climb a ladder / rope, up or down one level.
SHOOT	No move 3 shots (two shots if sniper rifle)
“BOTH”	Move 5cm, 1 shot
MELEE	No move, punch/pistol whip 1d6 zeds in melee with you.
RELOAD	Replace your current clip, no move, no shots
FIRST AID	Use a first aid kit on injuries of you or adjacent survivor
ORDER	Give an instruction to one or more non-player survivors (NPS)
GRENADE	No move, throw grenade
SNIPE	No move – one sniper shot

Each turn a player must select one card, and place it face down.  
 It is possible to combine ORDER with RELOAD and ASSIST but nothing else.

The player may not tell other players what he is selecting.

**Orders**

NPS can be ordered to do things. Unarmed NPS will never move closer to a seen standing Zed. If the NPS is a follower of the player then they will, by default, take the same action he is, unless something else is more obvious (i.e. MELEE if being jumped on by Zeds).

Orders must be simple, like “Run to the General Store” or “Shoot anything that comes round the corner”, or “Stay here, and make sure he doesn't leave”. An NPS will follow the last instruction until the action is completed or a logical stopping point occurs (...such as running out of targets when shooting perhaps).

In all cases of doubt, the Umpire will rule on what the NPS does, based on the situation and the nature of the character.

**Terrain**

Opening or closing a door takes off 5cm from the move

Climbing wire fences takes a complete RUN action (for survivors)

**Zeds**

Attacking Zed – move 20cm

Drifting Zed – move 5cm

Standard Doors take 2 turn Zed/turns to smash

Reinforced Door take 10 Zed/turns to smash

Armoured Doors cannot be smashed by Zeds



**Melee**

Melee applies if Zeds in base to base contact at start of turn.

If a Zed is in base to base contact it Groans. Multiple groans will attract more Zeds, Normally the Survivor rolls 1d6 for the number of Zeds he pushes back 3cm. The pushed back Zeds fall down but cannot be 'killed'.

Every Zed still in contact after that does 1 point of damage.

If you are not Immune and are damaged roll for Infected status (see below)

A Survivor armed with a specific melee weapon can choose to use that **instead** of rolling for push-back (as above). This will be against only one melee opponent at a time.

Roll 1d10 (0=0)

Weapon	Knock down – roll 1d6 cm for how far they go back.	Permanently incapacitate (“KILL”)
BLUNT : Cricket bat, baseball bat, crowbar, shovel, rifle butt	2 - 8	9+
SHARP: Sword, machete, spade, fireaxe	3 - 6	7+
POWERED: Chainsaw	2 - 5	6+

## Survivor Injuries

Player survivors take 4 hits to kill.

For every hit received -2 cm on movement and -1 on shooting die rolls.

Non-player survivors take one hit to kill

A First Aid kits can be used up to heal one hit. However, injured survivors can never be healed of all hits, one always remains.

## SHOOTING

**1d10 (0=0)** Firing is in forward 90 degree arc.

Weapon	Up to 30cm		Over 30cm		Shots per clip
	Body	Head	Body	Head	
Pistol	4 - 8	9+	6+	-	6
Shotgun	2 - 7	8+	-	-	7
Assault Rifle	3 - 6	7+	5 - 8	9+	6
Sniper Rifle (SNIPE ONLY)	3 - 4	5+	4 - 5	6+	5

## Factors

Sniping +2

Target stationary +1

Target burning -1

Disappearing target -1

Target partly obscured (smoke / cover etc) -1

## Shooting Effects on Zeds.

A head hit always permanently neutralizes (=KILL)

Body hits knock down the zed and knock it back 1d6 cm.

It can get up next time in the appropriate phase of the sequence of action..

## Grenades

Indicate the impact point, which must be within 30cm of the thrower. They have varied effects according to type.

HE Grenade	Knocks down all Zeds within 10cm radius. Roll 1d10 (0=0) for each Zed in the area, score 8 or 9 to Kill
Stun Grenade	Knocks down all Zeds within 10cm radius. No kills.
Pipe Bomb	Knocks down all Zeds within 10cm radius. Roll 1d10 (0=0) for each Zed in the area, score 5 or more to Kill
Molotov Cocktail	Creates flaming area 10cm radius. All Zeds that move through the area are on fire for 5 turns, and are destroyed at the end of that.
WP Grenade	Attracts Zeds within 10cm of impact point. Burns for 2 turns. All Zeds that reach it are destroyed.

## Hordes

These are hidden groups of Zeds (up to 1d6 x10) who lurk waiting for some stimulus to activate them.

Stimuli are:

- Car Alarms – if a Survivor uses a parked vehicle as cover, roll 5+ on a d10 for it to go off. A horde within 40cm will be activated
- Loud noises such as explosions – a horde within 40cm will be activated
- other Zeds groaning. Any zeds in melee groan. Roll 1d10 score number of groans or less to activate a Horde within 40cm
- being discovered by a survivor – automatically activates.

Hordes swarm towards the nearest survivors, spreading out and zig-zagging towards them aiming to close to melee.



When attacking the Zeds have the following priorities:

1. WP grenade within 10cm
2. Living in the open within 20cm
3. Known concentrations of multiple living (i.e.in a building or vehicle)
4. Loud noises (automatic fire, car horns etc)
5. Multiple Zed groaning.

## Drifting Zeds

These are individuals in random locations.

Umpire will Roll 1d6 for drift movement

- 1,2 or 3 stand still
- 4 Turn left 2 cm
- 5 Turn right 2 cm
- 6 Move forward 2cm

If they come within 5cm of a survivor, or a survivor enters their line of sight, then they charge.

### Infection Test

This is done secretly by the Umpire, as players will not always know if someone is infected.

If a survivor has not previously been checked for immunity, roll 1d10 (0=0) when first damaged by a zed.

Player Survivors 0 or 1 = infected; 2+ = Immune

Non-player Survivors 0 to 7 = infected; 8+ = Immune

If infected, roll 1d10 each turn. Score 0 to die. The next turn, stand up as a Zed. The Umpire may ask the uninfected to roll too.

### Mutated Zeds

If the basic hordes were not enough, the virus also causes some extreme mutations. Normally there would only be one or two of these in any scenario.

**Hunter** – these can climb walls and jump and act with animal cunning. They need to crouch and spring. So give up one round of movement, to spring 10cm. Any shooting on a springing Hunter is on a -4. If it gets to base to base contact, it pins the victim to the ground and that victim is helpless in the next round, taking 1d3 hits per turn.

**Tank** – giant mutant, they move at the same speed at normal ones, but take 10 hits and are not affected by head shots or knocked back by hits. When they do melee damage it is 1d3 and they also knock back the survivor 2d6cm. They are not slowed down by doors, fences or thin walls. If they can't reach a survivor they will throw a car, rock etc for 1d3 damage.



**Boomer** – spits slime, *marking* a survivor for a horde – the *nearest* horde is attracted to it. Boomers are not knocked down – ANY hit incapacitates them – but anyone within 10cm of a boomer when it is hit is slimed too. Boomers tend to be in close ambush positions.

**Smoker** – prehensile tongue – range 10cm – ensnares on a 5+, -1 if target moved 5, -2 if target moved 10. This pulls the victim to it and does 1d6 damage. Often found in high places / rooftops to drag their victim off their feet.



**Witch** – appears like a crying woman, sitting on the ground. If disturbed it will attack – moves at 20cm and pins the victim like a Hunter.

She is disturbed by:

- Survivor coming within 10cm
- Loud noise within 20cm
- Bright lights

## SUGGESTED CHARACTER BACKGROUNDS

**William "Bill" Overbeck** is a Vietnam veteran who served in the US Army 1st Special Forces Group. His combat skills have helped to keep him alive, he is also the oldest of the group. It took two eventful tours in Vietnam, a handful of medals, a knee full of shrapnel, and an honorable discharge before the unthinkable happened: Bill ran out of wars. But now an army of undead has declared war on humanity. After decades of aimless drifting and dead-end jobs, Bill's finally gotten back the only thing he ever wanted: an enemy to fight

**Francis** is a large, tough biker with tattoos covering his arms and neck. His tattoos identify him as a member of "Hell's Legion", cocky, loud, and pretty sure he's indestructible, Francis acts like the zombie apocalypse is the world's biggest bar fight. When the virus hit, everybody else stockpiled food and looked for a place to hide. Francis found a gun and had some fun. No cops, no laws, no order—if it wasn't for all the zombies, he could almost get used to life like this.

**Louis** is an assistant manager at a local retail electronics chain store. Now he is a Junior Systems Analyst in his company's IT department. Louis had been working up the courage to quit his job as Junior Systems Analyst at his company's IT department when a virus showed up and downsized the world. Now Louis has a new set of goals (live long enough to succeed) and a new set of tools (guns, sharp objects) to help him achieve them. With any luck, he'll figure out how the new management operates before they get a chance to murder him.

**Zoey** is the teenage daughter of a wealthy family. After spending her first semester holed up in a dorm room watching old horror movies, Zoey was given a choice: Stop fooling around and get her grades up, or drop out. Now that the planet's overrun with murderous zombies, and all of her professors are dead, Zoey at least has the cold comfort that she's been studying up on the right subject after all.



# ***RUN***

Move 10cm, no shot



# ***SHOOT***

No move 3 shots  
(two shots if sniper rifle)

# ***CLIMB***

Climb a ladder / rope,  
up or down one level.

# ***“BOTH”***

Run and Shoot.  
Move 5cm, 1 shot

# ***MELEE***

No move, punch/pistol whip 1d6 zeds  
in melee with you.

# ***RELOAD***

Replace your current clip, no move, no  
shots



# ***SNIPE***

No move – one sniper shot

# ***GRENADE***

No move, throw grenade





# ***ORDER***

Give an instruction to one or more non-player survivors (NPS)

# ***FIRST AID***



Use a first aid kit on injuries of you or adjacent survivor