

DAY ONE

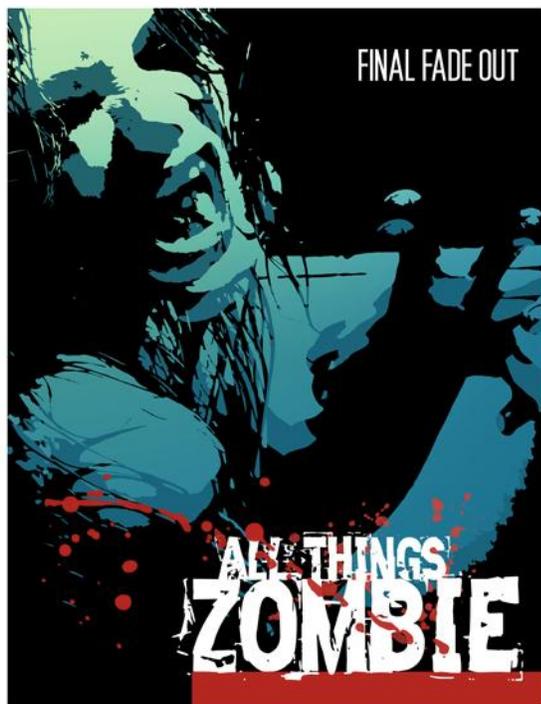
An Intro Scenario to All Things Zombie – Final Fade Out

Everyone likes to think that when the outbreak comes they'll be a cool, calm, and collected "bad ass". But what if you're just a regular guy? I mean, we won't really know until it happens, now will we?

But to give you some idea of what it could be like we've given you...

DAY ONE

Do NOT read this section until you are ready to play, otherwise you will decrease the enjoyment factor.



WORD OF ADVICE

You will need a copy of ATZ – Final Fade Out to play this scenario. Hopefully you have read the rules and completed the Stop signs in the book.

LET'S GET STARTED!

Hopefully if you're reading this you have decided to sit down and play it all the way through. Good, that's the best way to get the most enjoyment out of it. *The big thing is that it can only be played once.* Playing it a second time won't be anywhere as much fun. But watching you friend play it for the first time could provide some laughs.

Ready? Got your figures and rules out? Great, then let's go. It shouldn't take longer than one hour.

DAY ONE

It's Day One of the outbreak and where are you? *Where you are, exactly, as you read this is where your story begins.*

But before we get to that we have a little questionnaire for you to fill out to get a better idea of who you are in the world of *All Things Zombie*. This will help to establish your priorities and objectives in the game.

And you can be as truthful as you like. ☺

WHO YOU ARE

How old are you?

Single?

Married? Maybe a significant other whose welfare you are concerned with?

Have any children?

Where are your loved ones right now?

Home?

School?

Work?

We're trying to establish where you may go when you realize that there's a real danger present.

- If your spouse is at work you may choose to go there first.
- If your children are at school you may choose to go their first.
- Or maybe you'll choose somewhere else to go first.

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OCCUPATIONS

What do you do for a living?

Is it a sedentary job or is it one that requires physical exertion on a regular basis?

How about exercise?

Just trying to see what shape you may be in.

- If you have a sedentary job you will be a Rep 3 and use the Citizen Reaction Tests.
- If you are in peak physical shape you will be a Rep 4 and use the Citizen Reaction Tests.

EXPERIENCE

Are you currently in or have you served in the military?

Law enforcement?

Ever fired a gun?

Familiar with any types of weapon?

These questions will help in determining your Reputation and how you may react when placed in stressful situations.

- If you are currently in the military you will be a Rep 4 and use the Army Reaction Tests. If you're a member of an elite force then add 1 to your Rep.
- If you are currently in law enforcement you will be a Rep 4 and use the Police Reaction Tests. If you're a SWAT Team member then add 1 to your Rep.
- If you have had previous military or law enforcement experience you will be a Rep 3 and use the Survivor Reaction Tests.

When you have a choice of Reps as in physical condition versus experience always use the lower Rep. Don't worry, experience gives you a much better Reaction Tests.

WHERE YOU LIVE

Do you live in an *urban* area?

Or maybe you live in the *suburbs*?

Perhaps you live in a *rural* area?

Do you live in a house?

Maybe it's an apartment or similar?

This will influence where you start the game, the chance of zombie activity, and how much competition and cooperation you can expect from other humans.

ITEMS AND RESOURCES

How much food and water do you have on hand?

How about canned goods?

What about perishables? You can expect power outages real soon.

How about medicines? Take a look at the medicine cabinet to see how many pills you have left if you need them and what about first aid supplies?

Do you have any materials that you can use to barricade your dwelling?

Do you have a generator in case, or actually when, the power goes out?

This is a way to see how prepared you are for the outbreak.

- Take an inventory of food. If you have a fair amount of food then count yourself as having 1 Food unit per family member. If not then count as having half as much. How much is a fair amount is up to you.
- If you are low on food you may choose to go to a supermarket or similar first.

WEAPONS

What do you have for weapons?

Firearms?

Types? How about ammunition?

Any real edged weapons like machetes, knives, hatchets, and swords? Heck, even a Paula Dean chef's knife is better than nothing.

How about improvised weapons like a baseball or cricket bat? C'mon, you probably saw Shaun of the Dead and at least you thought about getting one.

Improvised weapons like hand tools?

- If you are without adequate weapons you may choose to go to a retail "box" store or, if you live in Texas, your neighbor's house first. ☺

VEHICLES

Do you rely on public transportation?

Do have a car or similar vehicle?

RV?

Trailer?

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Watercraft?

ATV?

Are they close by and easily accessible?

How much fuel? This may determine how far into the countryside you can get if you choose to run for it.

- If your vehicle is fully gassed then you have fuel units equal to its' Bash Value.
- Anything less, just reduce it proportionately.

LUXURY ITEMS

Do you have a supply of luxury items?

Cigarettes?

Booze?

Cash?

Jewels?

Any of life's little luxuries that can be traded in a pinch?

You'll look at toilet paper in a whole different light!

- You can get Luxury Items at the ATM, Bank and just about any of the other stores.

NOW WHAT?

Here's the situation.

- All phone service is out of action.
- This means credit cards won't be accepted anywhere so cash is king...if you have to buy things.
- They've announced on the air and radio that the worst fears have been realized. The dead are walking the earth and are attacking the living; men, women and children.
- The Police advise you to stay indoors and lock yourself in until further notice...

Yeah, right \$#&^ that &@%#!

FIRST THINGS FIRST

You'll need to decide where you want to go and in what order. Where can you go? We've made it easy and given you the following choices. Visit all or none in any order you like.

- **ATM or Bank** – Go here if you need some cash.
- **Children's school** – Go there if you want to find your children. More than one kid in more than one school? Hmmm, now that's interesting.
- **Gas Station** – Go here if you need to get gas. Did you check to see how much fuel your car has at this moment?
- **Home** – If you don't have anyone else to worry about, have plenty of food, maybe a weapon or two, this is probably the best place to be.
- **Military Base** – If you're military or if you just think it's safer there, this may be a good place to go to.
- **Police Station** – If you're police or if you just think it's safer there, this may be a good place to go to.
- **Retail "Box" store** – This will have a wide variety of items, maybe food, water, clothes, equipment, and in some cases weapons.
- **Spouses' Workplace** – Go there if you want to find your spouse.
- **Supermarket** – Where you go for food.
- **Vehicle** – This will help you get from place to place faster than walking. Or will it?
- **Workplace** – The place where you work.

You may change your order of locations *anytime* during the game, as circumstances require.

NOW...

Read the Rules For Day One.

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RULES FOR DAY ONE

DO NOT read the description for a location until you have reached that location.

SETTING UP THE TABLE

When you are ready to play you must set up the table. Here's how we do it:

- All games are played on a 3' x 3' square.
- Set up terrain to reflect the location you are going to.
- A 6" square in the center of section 5 is where your objective is located. Whatever you are searching for can be found on that spot. That could your vehicle or the entrance to a location or something else. Once you reach that spot read the location description to see what you have retrieved. What you retrieve in one location can be used in the next. In the case of other humans they will accompany you unless you make other arrangements.

GETTING FROM PLACE TO PLACE

There's two ways to get from location to location. One is by vehicle and the other is on foot. This isn't a relaxing Sunday drive so when you move from one location to the other you can expect delays and worse. Here's how we do it:

- The following procedure is used *every time* you move from location to location.
- Decide if you are traveling by vehicle or on foot.
- Roll 2d6 versus your Rep.
- Determine how many d6 you pass.
- Consult the Getting There Table.
- Adjust the location timeline as directed.

TRAFFIC

When using a vehicle there's a chance you may get stuck in traffic. Here's how we do it:

- Anytime you roll doubles on the Get There Table there is a chance that you have become stuck in traffic.

- If the doubles die result is equal or lower than the Encounter Rating of the area you have become stuck in traffic.
- Urban ER is 5, suburban is 3 and rural is 1.
- If you become stuck in traffic advance the timeline by one location (page ##).
- You cannot get stuck in traffic if you are on foot.

Example – You are in an urban area and on the way on your third location. You roll on the Get There Table versus your Rep and score doubles fours. As this is equal or lower than the urban ER of 5 you lose a turn. The next location will now count as your fifth location.

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GET THERE

(Taken versus Rep)

# D6 PASSED	BY VEHICLE	ON FOOT
2	Arrive there normally. Count as next location.	Arrive there normally. Count as next location.
1	If location number is lower than Rep count as pass 2d6. Otherwise count as pass 0d6.	Treat as if arriving one location later.
0	Treat as if arriving one location later.	Treat as if arriving two locations later.

ADJUSTING THE TIMELINE

When you move from location to location you track them in the following manner:

- The first location you reach is the 1st location.
- The next location you go to is the 2nd location and so on and so on.
- If you are directed by the Getting There Table to count the location you have reached as if arriving later, count this for the whole scenario.

Example – I decide to go to the Supermarket first. I roll on the Getting There Table and pass 2d6. This counts as my first location. Next I head for my Workplace, the 2nd location. I roll 2d6 versus Rep and pass 0d6. As I am in a vehicle this becomes the 3rd location instead of the 2nd. If on foot it would become the 4th.

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CONTACT- DAYS 1-10

The Day 1-10 Contact Table is used for this scenario. We've reprinted it here for your convenience.

1	CONTACT DAYS 1-10 (Read result as rolled)
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CIRCUMSTANCE	MODIFIER
Day Time	-1
Evening	+1
Night Time	+2

#	RESULTS
0	Citizens – Roll on the How Many Table with a +1
1	Citizens – Roll on the How Many Table with a +1
2	Citizens – Roll on the How Many Table with a +1
3	Citizens – Roll on the How Many Table
4	Citizens – Roll on the How Many Table
5	Zombies – Roll on the How Many Table with a -1
6	Zombies – Roll on the How Many Table with a -1
7	Zombies – Roll on the How Many Table
8	Zombies – Roll on the How Many Table

USING THE CONTACT TABLE

In the Day One scenario we use the Contact Table in a slightly different manner than how it is normally used. Here's how we do it:

- When you first enter a location roll 1d6 on the Contact Table.
- Modify the result by the Day Part. We suggest using the Day Time Day Part but use whatever works for you.
- After the game begins, anytime a "7" is rolled for activation, roll again on the Contact Table.
- Zombies are always placed between you and the objective and behind all Citizens. If you're lucky they will get them instead of you.

ZED OR NO ZED TEST

Remember that the Zed or No Zed Test is in play during the scenario.

POLICE

Remember that Police may arrive if shots are fired. If you are arrested your Day One adventure is over.

TERRIFIED CITIZENS

During the first days of the outbreak there will be widespread panic amongst the population. The Terrified Citizens rule represents these panicked crowds.

- All the Citizens that you meet during Day One will be *terrified*.
- They will all be Rep 3.
- The following locations will have 1d6 Citizens *in addition* to any you may generate when first arriving at that location.
 - Children's school.
 - Retail "Box" store.
 - Supermarket.

DEALING W/TERRIFIED CITIZENS

Terrified Citizens are panicked and are out of control. Here's how we do it:

- Terrified Citizens are placed 1d6" from the objective square and facing you.
- When they activate, all will use the same d6, they will move directly towards you.
- You must fight all of them, one at a time, in melee to represent you having to *fight your way through the crowd*.
- If you win the melee and score damage they are removed and assumed to have harmlessly run past you.
- If they win the melee they are removed and assumed to have run past you.
- If you suffer an Out of the Fight or Obviously Dead result you lose consciousness and this location is finished for you. Just move on to the next location.

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LOCATIONS

In this section we explain what happens *after* you have reached the objective for the location. Do not read the description until you have retrieved the objective!

ATM OR BANK

Cash is your objective.

- Start by rolling 1d6 on the Contact Table.

If You Came Here First:

- You can grab the cash equivalent of three units of Luxury items.

If You Came Here Second Or Later:

- The bank is closed or the ATM is empty.

CHILDREN'S SCHOOL

Your children are your objective. If you have more than one in the same school they will be together.

- Start by rolling 1d6 on the Contact Table.
- This location will have 1d6 Citizens *in addition* to any you may generate when first arriving here.

If You Came Here First:

- You have found your children (1-5) or your children are gone (6).
- If they are gone someone tells you they were picked up (1-4) or “*I think they already left.*” (5-6).

If You Came Here Second:

- You have found your children (1-3) or your children are gone (4-6).
- If they are gone someone tells you they were picked up (1-3) or “*I think they already left.*” (4-6).

If You Came Here Third:

- You have found your children (1) or your children are gone (2-6).
- If they are gone someone tells you they were picked up (1-2) or “*I think they already left.*” (3-6).

If You Came Here Fourth Or Later:

- Your children are gone. Someone tells you they were picked up (1) or “*I think they already left.*” (2-6).

GAS STATION

Fuel is your objective.

- Start by rolling 1d6 on the Contact Table.

If You Came Here First:

- You can fill your vehicle up with gas.

If You Came Here Second:

- The lines are long. You can count this as if it were the third location or leave. Do not read the third location result until you have decided

If You Came Here Third:

- You can fill your vehicle with fuel. But someone tries to ‘jack your vehicle. Go to the Robbery Encounter in ATZ – *Final Fade Out.*

If You Came Here Fourth Or Later:

- No fuel left.

HOME

Entering your house is your objective.

- Start by rolling 1d6 on the Contact Table.

If You Came Here First:

- It is deserted unless you have started the game with family members already home.

If You Came Here Second:

- It is deserted unless you have started the game with family members already home.

If You Came Here Third:

- It is deserted unless you have started the game with family members already home.

If You Came Here Fourth or Later:

- All family members have made it home safely.

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MILITARY BASE

Reaching the front gate is your objective.

- Start by rolling 1d6 on the Contact Table.

If You Came Here First Or Later:

- If you are returning to duty you will be admitted and rejoin your unit. Your Day One is over.
- If you are not military you will be denied entrance.

POLICE STATION

Your objective is to gain entrance to the station.

- Start by rolling 1d6 on the Contact Table.

If You Came Here First Or Later:

- If you are returning to duty you will be admitted and assigned. Your Day One is over.
- If you are not a member of the department you will be denied entrance.
- If you are unarmed they will tell you to leave the area.
- If you are visibly armed they will draw their weapons and order you to surrender your weapon.
- Handle it as you wish. If you become out of the fight they will arrest you and take you to jail. Your Day One is over.

RETAIL “BOX” STORE

Getting to the front door and entering is your objective.

- Start by rolling 1d6 on the Contact Table.
- This location will have 1d6 Citizens *in addition* to any you may generate when first arriving here.

If You Came Here First:

- You have found what you were looking for. You may grab Items/Resources up to your Rep.

If You Came Here Second:

- You have found what you were looking for (1-5) and may grab Items/Resources up to your Rep minus 2 or the place has been looted and is on fire (6). You cannot grab anything of value.

If You Came Here Third:

- You have found what you were looking for (1-2) and may grab Items/Resources up to your Rep

minus 2 or the place has been looted and is on fire (3-6). You cannot grab anything of value.

- If you came by vehicle someone tries to ‘jack it. Go to the Robbery Encounter in ATZ – *Final Fade Out*.

If You Came Here Fourth or Later:

- The place has been looted or on fire. You cannot grab anything of value.
- If you came by vehicle someone tries to ‘jack it. Go to the Robbery Encounter in ATZ – *Final Fade Out*.

SPOUSE’S WORKPLACE

Your spouse or significant other is your objective.

- Start by rolling 1d6 on the Contact Table.

If You Came Here First:

- You have found your spouse or significant other (1-3) or your spouse or significant other is gone (4-6).
- If she is gone someone tells you she went home (1-3) or to the school to get the children (4-6) if you have any.

If You Came Here Second or Later:

- You have found your spouse or significant other (1) or your spouse or significant other is gone (2-6).
- If she is gone someone tells you she went home (1-3) or to the school to get the children (4-6) if you have any.

SUPERMARKET

Getting to the front door and entering is your objective.

- Start by rolling 1d6 on the Contact Table.
- This location will have 1d6 Citizens *in addition* to any you may generate when first arriving here.

If You Came Here First:

- You have found what you were looking for. You may grab Food Items/Resources up to your Rep.

If You Came Here Second:

- You have found what you were looking for (1-5) and may grab Food Items/Resources up to your Rep minus 2 or the place has been looted and is on fire (6). You cannot grab anything of value.

If You Came Here Third:

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- You have found what you were looking for (1-2) and may grab Food Items/Resources up to your Rep minus 2 or the place has been looted and is on fire (3-6). You cannot grab anything of value.
- If you came by vehicle someone tries to ‘jack it. Go to the Robbery Encounter in *ATZ – Final Fade Out*.
- The place is looted or destroyed. You cannot grab anything of value from here and your personal belongings are gone.

AFTERWARDS

If You Came Here Fourth or Later:

- The place has been looted or on fire. You cannot grab anything of value.
- If you came by vehicle someone tries to ‘jack it. Go to the Robbery Encounter in *ATZ – Final Fade Out*.

Congratulations. You can now start the Campaign in earnest with the Items/Resources you have acquired. Or just start a Campaign anyway you want. It really is your game!

VEHICLE

Your vehicle will be your objective.

If You Came Here First:

- You have found your vehicle.

If You Came Here Second:

- You have found your vehicle.

If You Came Here Third:

- You have found your vehicle.

If You Came Here Fourth:

- Your vehicle has been looted and must be hot-wired to get it to start.

If You Came Here Fifth Or Later:

- Your vehicle is gone.

WORKPLACE

Gaining entrance to your workplace is your objective.

If You Came Here First:

- You can grab whatever you want from your personal belongings. If you are in management and have access to any cash you can also grab cash valued at three Luxury Items.

If You Came Here Second:

- You can grab whatever you want from your personal belongings.

If You Came Here Third or Later: