

ZOMBIE ROAD RPG CHEAT SHEET

ATTEMPT

When rolling an Attempt: add either BRAINS or BRAVNS bonus and if it's relevant, add EXPERIENCE. Consider if any optional bonuses apply.

1-4: **FAILURE**

5: **FAILURE OR SUCCESS IF A CHARACTER VOLUNTARILY SUFFERS DISADVANTAGE.**

6+: **SUCCESS**



BRAINS



BRAVNS

Trying the same Attempt again gives accumulating -1 penalty per retry. Spend 1 Tally Mark to negate this penalty.

DUEL

Made against Attempts that can be actively resisted. **HIGHER WINS. If the roll is a DRAW, the character that is DEFENDING WINS.**



EXPERIENCE BONUSES

To certain specific Attempts you can add Experience bonuses.

CRAFTING, DIPLOMACY, MEDICINE, STEALTH, OBSERVATION

OPTIONAL BONUSES

PUSHING YOURSELF: +1 or more bonus at the cost of 1 or more ENDURANCE.

AID / HELP: PCs or NPCs can provide aid on an Attempt. Give +1 to the Attempt. Only one helper at a time!

DISADVANTAGES

INJURY, ILLNESS & EXHAUSTION.

A Disadvantage will give you -1 point of penalty to ALL ATTEMPTS and DUELS.

After gathering 3 points in either Disadvantage, the 4th deals Damage, you lose an ENDURANCE.

INJURY - treat with bandages or a hot shower.

ILLNESS - treat with medicine or an extra meal

EXHAUSTION - treat with drugs or a full day's rest.

Hot shower, extra meal or a full day's rest can only be completed once a day.



ENDURANCE

Spend 1 or more Endurance for +1 or more to:

* **PUSH + to Attempts.**

* **HURT + Damage you deal.**

* **ACTION + AP in Combat.**

* **RESIST** suffering a Disadvantage.

HOW TO GET ENDURANCE:

1. **LUCK.** When rolling a 6 on the die, roll again for a 5 or 6 to get +1.
2. **TALLY MARKS.** Spend 3 marks and get +1 ENDURANCE.
3. **DRUGS.** +1 Endurance immediately. Take more than 3/day, get addiction. Addiction means +1 Exhaustion / each day not taking Drugs.
4. **FLASHBACK.** Reveal the answer to a character question for the others.
5. **MEMENTO.** Reveal the origin of an object in your pocket, get +1, once per life of character.

WEAPONS & AMMUNITION

AMMUNITION: every package of ammo has 12 pieces of bullets.

SINGLE-SHOT

1 shot = 1 bullet.

AUTOMATIC WEAPONS

1 shot = 6 bullets (Roll a 1d6 to determine amount of Damage).

NON-LETHAL, UNARMED

-1 AP on next round OR +1 Disadvantage

EXPLOSIVES

YIELD: Average: 1d6 | Strong: 2d6
Powerful: 3d6 | Massive: 4d6

RANGE: Small: within arm's reach
Medium: within firing range
Large: outside firing range
Extreme: it can even affect characters who are further away.

CARRY CAPACITY

IN YOUR HAND 3 ITEMS.

+4 IN YOUR BACKPACK (7 TOTAL).

Packages contain more than one use for that item. Most common packages: Ammunition (12), Water (4), Food (7) Bandages + Drugs + Medicine (3 each).

COMBAT ACTIONS



Each character has limited **ACTION POINTS (APs)** to spend on each of their turns of combat.

MOVE (1 AP) Move a unit of distance.

ATTACK (1 AP) Melee gets BRAVNS, ranged gets BRAINS bonus.

AIM (1 AP) Add +1 to Attack OR Damage. Allows to shoot outside of firing range without bonuses.

RELOAD (1 AP) Reload your weapon.

COORDINATE (1 AP) 2 allies surrounding an enemy, one ally spends 1 AP to coordinate, giving +1 to both allies on their next attack.

LOOK AROUND (1 AP) Spot ambush or hiding opponents.

SWAP GEAR (1 AP) Change a gear in your hand to one from your bag.

IMPROVISED ARMOR (1 AP) Grab objects to use as Armor.

FREE ACTION (2 AP).

HEAL (2 AP) Treat an Injury, Illness or Exhaustion.

REVIVE (2 AP) Give +1 ENDURANCE to someone with 0.

HIDE (2 AP) When you are hidden you cannot be attacked. You get +1 to your next attack Attempt. Attacking reveals you.

SLAP A CRAFT TOGETHER (3 AP) Craft something during combat. This cannot be a durable item.

PULL A STUNT (3 AP) Kill an opponent with 3 or fewer ENDURANCE with one epic stunt. Gain +1 to the Attempt.

COMBAT - DISTANCES

One **MOVE** action = moving between two distances.

WITHIN ARM'S REACH (MELEE ONLY POSSIBLE HERE)

WITHIN FIRING RANGE (AIM GIVES +1 TO ATTEMPT OR DAMAGE)

OUTSIDE FIRING RANGE (REACHED ONLY BY AIM ACTION)

OUT OF RANGE (CANNOT BE ATTACKED, BUT VISIBLE)

GOT AWAY (ESSENTIALLY OUT OF COMBAT)

ZOMBIE INFECTION

ROLL IF 1-2 infected
YOU GET 3-4 amputation
BITTEN! 5-6 safe

After the first successful attack, for 1 Action the zombie can try to bite a target. DUEL roll, the target can use any bonus bonus, even Experiences to defend. If they get bit, roll for Infection!

VEHICLES

VD: Vehicle damage - the Damage amount if vehicle used to hit something or if it crashes.

FUEL: 1 unit grants 4 hours of runtime.

Vehicles act as cover in combat, Aim action needed to hit passengers.

If a vehicle loses all of its integrity, it becomes inoperable. In this state, it can still be fixed with 3 sets of parts and a set of tools, and with a successful crafting Attempt. If a vehicle is successfully fixed up, it regains 1 Integrity. This can be done as the combat action Slap together a craft, in combat (3 AP).

HEALING

Healing = treat **INJURY, ILLNESS** or **REVIVE** unconscious character.

REVIVE

REVIVE = When a character runs out of **ENDURANCE** they regain one (1).

Anyone can Attempt a Healing or Revive roll, with **BRAINS** bonus if they have, they can add **MEDICINE** Experience.

Using medicine or bandage gives +1 to the Attempt.

EQUIPMENT

Gear and items can be **DURABLE** or **LIMITED USE**.
BAD LUCK. When rolling 1 on an **ATTEMPT** with a **DURABLE ITEM**, roll again: 1 or 2 the item is broken. It can be used 1 more time and be destroyed or fixed with crafting.

CRAFTING

To craft, you need **PARTS** (limited use) and **TOOLS** (durable). 1 part for each crafting category.

Without **CRAFTING** experience you can only craft 1 category into an item and combine up to 2 items. With it, you can craft and combine up to 3.