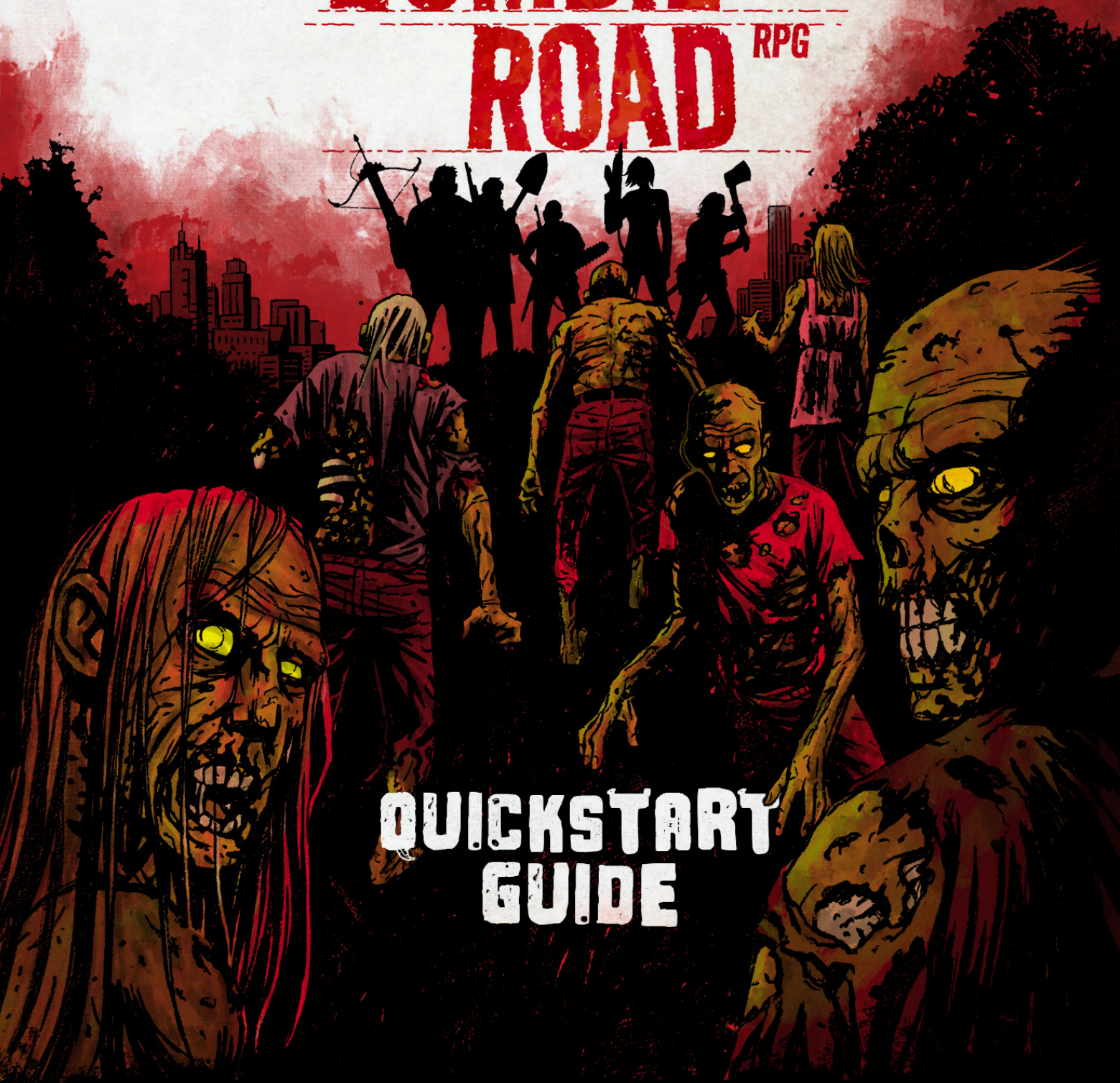# ZOMBIE ROAD RPG

QUICKSTART GUIDE

HOW TO START

WHAT DO YOU NEED?

You need the character sheets (available for free on DriveThruRPG or on zombieroad.com.

You need a pencil and an eraser and at least one six-sided dice to use.

WHO DO YOU NEED?

THE GAME MASTER (GM) is the engine of this game. They are more than a simple narrator. They generate the world, weather, events, locations and make decisions based on the rules of the game. They impersonate the non-playable characters (or NPCs) and fight in the name of the group's enemies.

But the story is not GM's alone. Events are shaped by the decisions and actions of the players.

PLAYERS can make their own decisions in this world in the name of their charcters **(PCS).** There are no limitations, like in video games. They can freely attempt to do anything that they can do in the real world or they can go wild and try to do something really crazy. The success of these attempts is determined by the role of the dice and some bonus points you can add to the rolls.

Always ask the GM before you roll the dice. They will decide whether a roll is necessary or not. Before you try anything, ask questions about the location, situation, options, and details the GM might not have mentioned when setting the scene.

SET THE SCENE

The GM picks a location where you start the game - a Quarantine Zone. Use the Locations chapter to choose the appropriate place. This is the QZ of the Governed, the authoritarian faction that runs the QZ. They are what is left of the city's administration.

Choose a location for the laboratory (use google maps to find the location and figure out the route) of the Hopefuls, the organisation working to restore a semblance of the old world by finding a cure. The location should be at least a day or few days of walking apart.

MUSIC AND PROPS

If you have a classic road map of your region use it as a guide for your game, if not, then use any GPS navigation app you prefer.

Music and ambience can really help you set the mood. You can also find our playlist especially created for this game on this link: LINK

And now you are ready to start playing.

CHARACTER CREATION

PLAYERS create your characters (PCs) by following these steps.

1. Answer the questions on the sheets.

2. Determine your Tally Marks - a thing you'll keep track of in the apocalypse to stay sane, a motto of sorts.

3. Create an "echo". This is a phrase or a few words you'd repeat as a zombie.

4. Assign your bonuses.
   × Your current Endurance is 5, maximum is 10.
   × Your current number Action Points (APs) in combat is 2.
   × Now you can assign 2 points to either your: APs, Experiences or Abilities (Brains or Brawn).
   × Assign extra Experience points based on real-life skills, divide up the total of points (equal to half the number of your group, minimum of 1).

5. Pick starting gear.

6. Add obejcts to your pocket:

   × **Basic survival items and tools**, such as compasses, lighter, flint, multi-tool, pocketknife etc.

   × **Or they can be mementos that can be used to gain +1 Endurance**.

CHOOSE THE IMMUNE & THE TRAITOR

DRAW LOTS TO DETERMINE WHO IS THE IMMUNE & THE TRAITOR.

The immune character can get bitten by a zombie but avoid infection.

The traitor's job is to stop the group from reaching the lab or get the blood of the immune character in some way. **The traitor gets additional +5 Endurance.**

× **1 backpack** (this means +4 objects you can carry).

× **One of the following weapons**: handgun, bow, hunter-rifle, automatic-rifle, shotgun, baseball bat, combat-hatchet, katana. If you want another weapon, discuss with your GM.
   × *If you chose a ranged weapon*: 2x boxes of ammunition (12 bullets).
   × *If you chose a melee weapon*: Protective Gear (with 3 Integrity).

× **Healing supplies**. Choose equal to half the number of your party (minimum of 2):
   × 1 pack of bandages (3 uses).
   × 1 bottle of medicine (3 uses).
   × 1 bag of drugs (3 uses).

× **1 full water bottle** (capable of holding 4 days worth of water).

× **3 packs of provisions** (7 daily portions / pack) for your whole team.

BASIC RULES

ATTEMPTS

When you try to do anything, just describe the action with your words. If the GM calls for it you need to decide the outcome of the Attempt with the roll of a die.

When you Attempt roll a six-sided die. Add your bonuses (Brains or Brawn to all Attempts, Experiences or other bonuses if applicable) **to the rolled number and subtract the Disadvantages** (Exhaustion, Injury, Illness or others).

The result of the roll decides the success or failure of an Attempt based on these numbers:

1-4: FAILURE

5: FAIL, OR SUCCESS IF YOU VOLUNTARILY SUFFER A DISADVANTAGE.

6+: SUCCESS.

BONUSES

BASIC ABILITIES BONUS

All challenges can be solved in either of two ways: Brains or Brawn.

You decide how you approach a problem in front of you by describing the way you attempt to solve it.

You add either the Brains or Brawn bonus to all Attempt rolls, but never both.

It's important to understand that **these abilities are your attitude towards problem solving**.

EXPERIENCES

Experience means you are trained in a survival skill. This grants you a +1 or more bonus on all Attempts that fall under the category of one of your Experiences.

CRAFTING, DIPLOMACY, MEDICINE, OBSERVATION, STEALTH

AID

If you wish to aid a member of your group in an Attempt or Duel, you can. **When you aid so, they gain +1 to their roll.** There cannot be more than 1 helper at a time.

DUEL

You need to Duel when someone can actively resist whatever you want to do to them or the other way around.

Examples are: push someone off a cliff; trip someone; try to grab their weapons; or, most importantly: resist the bite of a zombie.

Duels are mechanically the same as Attempts, but there are two participants and **both parties roll. A higher roll (with bonuses!) wins. In the event of a draw, the defender wins.**

GROUP CHALLENGES

It's common where PCs try to act together in face of a challenge. We call such cases Group Challenges.

At least half of the players (rounded up) must succeed on their Attempts for a success. If there are not enough successes in the group, the entire group collectively fails the challenge.
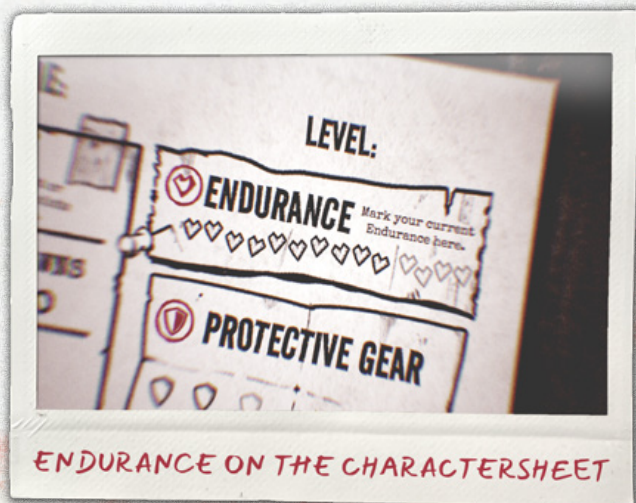

ENDURANCE ON THE CHARACTERSHEET

ENDURANCE

THIS IS YOUR MOST IMPORTANT RESOURCE. ENDURANCE REPRESENTS YOUR HEALTH, ENERGY, AND ALL-AROUND AVERAGE STATE.

When you run out of *Endurance*, your character becomes incapacitated. All Attempts and duels automatically fail. After being incapacitated for 1 hour of in-game time, or in case they take additional Damage, the character dies.

When your character is incapacitated because they ran out of Endurance, another party member can Revive them. Reviving a character with 0 Endurance requires a successful Attempt (with Medicine experience) and will only grant 1 point of Endurance.

When you start the game, you receive 5 points of Endurance. In the beginning, you can have up to 10 points of Endurance at one time. This maximum can increase when leveling up.

Endurance is not just a health indicator. It's a resource as well. What can you use Endurance for?

WHAT CAN ENDURANCE BE USED FOR?

1. PUSH YOURSELF

You can use 1 or more Endurance to gain +1 or more points for an Attempt or Duel.

2. RESIST

You can spend 1 point of Endurance to avoid an *Injury*, *Illness* or *Exhaustion* (These are *Disadvantages* that give you an on-going negative to your rolls). You can only resist Disadvantages at the time of gaining them. You cannot use Endurance to clear existing Disadvantages.

3. ACTION

In battle, you can use one or more Endurance to get +1 or more Actions, meaning you can do more things in that turn when you're fighting.

4. HARM

You can push your limit to cause +1 or more Damage* on a successful attack, causing the enemy to lose more Endurance or Armor.

HOW TO GAIN ENDURANCE?

1. LUCK. When you roll a 6 on the die in an Attempt, you can roll again to see if you get another 6 or a 5. If you do so, you gain +1 point of Endurance. The Attempt is made with the original six.

2. TALLY MARKS. For spending 3 Tally Marks, you can gain +1 Endurance.

3. DRUGS. Drugs are used to heal the Exhaustion Disadvantage, but you can use them to give you +1 Endurance immediately.

4. FLASHBACK. Reveal one of character creation questions to the other PCs through a flashback. Flashbacks take 1 APs in combat or at least 1 in-game minute outside of combat.

5. MEMENTO. You reveal the origin of an object that means a lot to you, from your pocket. You can only use one item once to gain +1 Endurance. This requires 1 AP in combat, or a few seconds outside.

DISADVANTAGES

Survival in the apocalypse is not easy. You'll gain **DISADVANTAGES** that **YOU MUST SUBTRACT FROM EACH ATTEMPT YOU MAKE**. You cannot **have more than three points** piled up in each Disadvantage. A **4th point counts as Damage.**

INJURIES, EXHAUSTION, ILLNESS

DAMAGE & ARMOR

DAMAGE = YOU LOSE ENDURANCE. You can **avoid taking Damage by wearing** protective gear or **Armor.** Whenever you take Damage while wearing Armor, your protective gear loses Integrity instead.

HEALING

* **INJURY:** **Bandages** or hot shower
* **EXHAUSTION:** **Drugs** or rest (drugs also give +1 Endurance)
* **ILLNESS:** **Medicine** or eating at lest +1 extra portion of food on a day.

Using the resources adds +1 to the Attempt.

Taking 3 or more drugs in a single in-game day will result in addiction. Addiction means you get +1 Exhaustion for each day you cannot consume any drugs.

REVIVE

When you run out of Endurance your character becomes incapacitated. You fail every Attempt or Duel automatically. **If you are not revived within 1 in-game hour or if you get Damaged again you are going to die.**

All bandages, drugs or medicine can be used to add bonus points to an Attempt to Revive.

This means if the Attempt is successful, your PC gets 1 point Endurance.

INFECTION

You got bit by a zombie.*

Well... Shit. Are you infected? Probably, but it's not certain!

When a character is bitten by a zombie, the GM has to roll a d6. They should hide the result, but note it on a piece of paper. Based on the roll the following happens:

1-2: **You are infected.** Our condolences.

3-4: You get bitten on your arm or leg. **Within 1 in-game hour, you must amputate** said **limb to avoid infection** and certain death.

5-6: You are a lucky person. **You are not infected.**

COMBAT

If a fight breaks out you must roll to determine the order of combat. The highest roll starts, then the person on their left is next and so on.

Each character has a number of Action Points they can spend on their turn to Attempt to do something listen in the Combat Actions. This can be an attack, crafting, hiding, moving and more.

DISTANCES

Zombie Road RPG does not require battle maps or minis. It's fully in the theater of the mind. We measure distance in relation to each participant of the combat. A Move Action moves your character from one relative distance to the next.

WITHIN ARM'S REACH. Melee attacks e can only reach within this distance. You can use ranged weapons within arm's reach as well.

WITHIN RANGE. If a target is within range, it means they are somewhere within shooting range of most weapons. The target might be five to ten steps from you, or they might be within thirty-forty steps. Most range weapons are most effective within this distance.

OUT OF FIRING RANGE. When a target is out of firing range, they can still be attacked with most ranged weapons, but only if you use 1 AP to aim your attack. Some ranged weapons have a special property that allows you to shoot within this distance without the need to aim.

TOO FAR AWAY. A target that is too far away cannot be reached by most weapons - with a few notable exceptions, like sniper rifle, bazooka and the likes. All that said, you can still see and track or even chase this target.

ACTIONS IN COMBAT

If whatever you thought of doesn't fit either category, consult the GM or just consider it a Free Action.

MOVE (1 AP). Move a unit of distance.

ATTACK (1 AP). Attack something. **Ranged attack requires ammunition. Single-shot weapons use 1 bullet, automatic weapons use 6 bullets with one attack (roll damage based on Damage in the table on the right).**

RELOAD (1 AP). Reload your weapon.

AIM (1 AP). Aiming your weapons gives either +1 to your attack Attempt or +1 Damage or allows you to fire outside of range with no bonuses.

COORDINATE (1 AP). If there are 2 or more allies attacking a single target within arms reach, you can spend 1 AP to coordinate your attack, if you do so, both of you get +1 to your attack Attempt rolls.

LOOK AROUND (1 AP). Observe and spot enemies

SWAP GEAR (1 AP). Put away the object in your hand and use another from your backpack.

IMPROVISED ARMOR (1 AP). Pick up a random object to protect yourself until you drop it. Gain +1 Armor.

FREE ACTION (2 AP). Attempt anything you can think of.

HEAL (2 AP). You Attempt to Heal a character, removing a Disadvatange.

REVIVE (2 AP). You Attempt to Revive a character that has no Endurance left and is Incapacitated. If successfully revived, the character gains only 1 point of Endurance.

HIDE (2 AP). You have to roll an Attempt to hide, you can add your Stealth Experience bonus. While hidden you can't be attacked directly. An adversary must spot you first. From hiding you gain +1 bonus to your next attack.

SLAP TOGETHER A CRAFT (3 AP). Quickly Attempt to craft a basic equipment for limited use.

PULL A STUNT (3 AP). Describe a super-epic stunt. You must roll an Attempt to see if you succeed (this can be either Brains or Brawn and you can and should add one of your Experience bonus) and you get +1 bonus point to this Attempt. If you succeed, you can instantly take out a target that has 3 or less Endurance.

ATTACKING

Attacking is just the same as any other Attempt in this game.

× To any **MELEE ATTACK YOU CAN ADD YOUR BRAWNS BONUS.**

× To any **RANGED ATTACK YOU CAN ADD YOUR BRAINS BONUS**

× You can **SPEND ENDURANCE FOR MORE BONUSES** if you need it.

WEAPON	TYPE	DAMAGE	SPECIAL
Handgun	ranged, single-shot	2	-
Revolver	ranged, single-shot	1	Reload after 6 shots
Bow	ranged, single-shot	1	Silent, +2 bonus to attack from hidden, you are not revealed automatically when attacking from hiding.
Crossbow	ranged, single-shot	2	Silent, +2 bonus to attack from hidden, you are not revealed automatically when attacking from hiding.
Semi-automatic pistols	ranged, semi-automatic	1d6 on auto 1 on single-shot	Reload after 1 shot in auto, after 6 shots in singe-shot.
Hunter rifle	ranged, single-shot	2	Shoot outside of range without aim.
Shotgun	ranged, single-shot	1+1d6	-
Semi-automatic rifle	ranged, semi-automatic	1d6 auto 2 single-shot	Shoot outside of range with aim, reload after 2 shots
Assault / Automatic rifle	ranged, automatic	2+1d6	Shoot outside of range with aim.
Submachine gun	ranged, automatic	1+1d6	-
Machine gun	ranged, automatic	2d6	Reload after 2 shots.
Shoulder mounted rocket launcher	ranged, single-shot	2 or 3d6	Roll a die to see if missile explodes. 4-6: explosion 1-3: no explosion, just 2 damage.
Flame-thrower	ranged, automatic, 3 targets with 1 attack within range.	2 + enemy catches on fire if they fail a duel	Targets catch on fire: 1 Damage at the end of their turn until fire is put out. Reload takes 2 AP, but only has to be reloaded after 3 shots.
Scrap club	melee	1	-
Hunter knife	melee	1	Duel to cause Injury with Aim.
Combat hatchet	melee	1	Lose 1 AP next turn.
Machete	melee	2	-
Chainsaw	melee	2	Cause 1 Injury on a hit.
Katana	melee	2	Lose 1 AP next turn.

CARRY CRAFTING GEAR WITH YOU.
IT COMES IN HANDY.

CRAFTING

TOOLS AND PARTS

Most crafting requires tools and parts to and a successful Attempt.

A SET OF PARTS is considered 1 item in your equipment as a pack, and is enough to complete one category of crafting or to build 1 item from scratch. **Parts are considered limited use items.**

TOOLS are also considered a pack. They are **durable objects** and are interchangeable for crafting, unless a player wants a special build that the GM deems would require a special tool.

WHAT CAN YOU CRAFT?

You can craft anything you can think of.

You can also upgrade gear and items, this upgrade must fall into one of the listed crafting properties.

THERE IS A LIMIT TO UPGRADES.

If you do not have Crafting Experience, you can only apply 1 property to an object and you can only do it **up to 3 times with a single object**.

If you have Crafting Experience, you can combine different properties into one object. A single object can only hold 3 types of properties and can only be upgraded 3 times each.

TRAPS

The players might want to fabricate traps. This requires a successful Attempt roll. Placing a trap can be done with either Crafting or Stealth Experience bonus added to the Attempt.

FAILED TO HIDE TRAP. If the PCs failed their Attempt to hide the trap, the GM can roll an Attempt with Observation Experience for anyone close to the trap.

SUCCESSFULLY HIDDEN TRAP. If the players had successfully hidden a trap, enemies can't notice it.

A trap have a number of effects, from explosive to causing Disadvantage. This is up to the players to decide. In any case, they need 1 set of parts for 1 type of effect.

CRAFTING PROPERTIES

CALIBER. Using 1 set of parts, this upgrade boosts the Damage of a weapon with +1.

CAPACITY. You can upgrade the firing capacity of a weapon or limited use items. For 1 set of parts, you gain +1 use of a limited item or you gain +1 attack with a weapon before you have to reload.

COMBINATION. You craft two objects into one using 1 set of parts. For example you can craft a melee weapon and a firearm into a single weapon. You can combine tools, such as a hammer and lockpicks. You don't need to swap to use the other object.

DISGUISED. You can disguise an object to look like a different object, making it less conspicuous using 1 part.

HALT. An object or weapon upgraded with this craft can stop a target from using the Move action on their next turn.

HINDER. An object or weapon like this can cause 1 Disadvantage to its target on a successful attack.

INTEGRITY UPGRADE. You can upgrade the Integrity of an Armor or vehicle. 1 set of parts means +1 Integrity.

SILENT. You can use 1 set of parts to apply a silencer to any object. This means that even if you use this object when hidden, you are not spotted automatically. This is especially useful for weapons.

SLOW. An object or weapon upgraded like this causes a target to lose 1 AP on their next turn. You can upgrade this further, with 1 set of parts causing 1 AP to be lost.

VEHICLES

Drivers can add their Brains or Brawn bonuses to their Attempts when driving a vehicle.

TYPE. The vehicle type, such as trains, cars, trucks, ships, boats, tanks, airplanes.

ENGINE. Determines what kind of fuel the vehicle needs to operate.

INTEGRITY. Integrity works as an indicator of the vehicle's capability to operate and general state.

VEHICLE DAMAGE (VD). Indicates the amount of damage a vehicle can cause if used to attack.

VEHICLE INTEGRITY

If a vehicle loses all of its integrity, it becomes inoperable. At 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).** If an inoprable down vehicle receives even 1 Damage, it becomes broken down and cannot be fixed anymore.

Lost Integrity can be later repaired with 1 set of parts per Integrity.

FUEL

A unit of fuel gives four (4) hours of constant travel time.

VEHICLES IN COMBAT

Any attack against the people inside damages the vehicle first instead.

You can hit people inside with the Aim combat action costing 1 AP.

Players can use a vehicle as a weapon. You can target characters within reach of each other as a single target. **If you succeed, see the VD amount of the vehicle to determine how much Damage it caused.**

If the vehicle gets in an accident or crash with anything other than another vehicle, it takes Damage and loses Integrity. If the vehicle loses all its integrity in a crash, the characters inside all take the leftover Damage.

Light crash, under 20 mph (30 kph): 1d6
Crash, under 35 mph (60 kph): 2d6
Big crash, 60 mph (90 kph): 3d6
Massive crash, over 75 mph (120 kph): 4d6

DRIVE CAREFULLY

VEHICLE CRAFTING

Vehicles can be upgraded by Crafting.

A vehicle Crafting requires a minimum of 3 sets of parts that are used up in the Crafting process, and 1 package of tools.

- The vehicle gains +1 Integrity (Maximum of 15)

- The VD increases by +1d6 (to a maximum of +3d6)

- Increase time of operation available from 1 unit of fuel by +1 hour (maximum of 12)

- Upgrade type to rougher terrains.

- Change Engine type to another for different fuel or mix the Engine types to upgrade the time of operation available with another engine.

SMALL horde (20-50 zombies)
- 3 rounds to cross

MEDIUM horde (50-150 zombies)
- 5 rounds to cross

BIG horde (150-500 zombies)
- 8 rounds to cross

LARGE horde (500-1000 zombies)
- 10 rounds to cross

MASSIVE horde (1000-10,000 zombies)
- 15 rounds to cross

TSUNAMI horde (10000-100.000 zombies)
- 20 +1d6 rounds to cross

MILLION STRONG horde (100.000-1.000.000+ zombies) - 30 + 1d6 rounds to cross

DRIVING THROUGH HORDES

Each round of combat spent inside a horde gives a chance for the zombies to stop the car or tear it apart, and for the car to cause massive Damage or to cross the horde.

DRIVERS CAN:

- **Choose to try to advance** through the horde 1 round's worth of distance.

- **Or you try to cause as much Damage as you can**, using your VD with a successful Attempt.

THE HORDE CAN:

- **Hordes can try to use their Tear Apart ability** on a vehicle driving through it. A Duel must be rolled between the horde and the driver. If the horde wins, they cause 1d6 Damage to the vehicle.

- **Hordes can choose to try to stop the vehicle instead** of trying to tear it apart. If they try this, a Duel must be rolled between the horde and the driver of the vehicle. If the horde wins, the vehicle cannot use a Move action on its next turn.

FREE RESOURCES

You can find all listed resources on our website or on the DriveThruRPG page of Zombie Road RPG.

CHARACTER SHEET. Free on both our website and DirveThruRPG.

CHEAT SHEET. Free our website.

RESOURCES - FREE IF YOU SUBSCRIBE

SOUNDTRACK. Amazing background music composed for this game, for combat, travel, creepyp moods and more. **You can get the soundtrack for free from our website if you subscribe to our newsletter.**

GM SCREEN. Find a DIY version of our GM screen on our website. **You can get it for free if you subscribe to our newsletter.**

PURCHASE THE GAME

You can buy all version of Zombie Road RPG on DriveThruRPG.

DIGITAL COREBOOK. The core rules and content of Zombie Road RPG digitally.

COREBOOK: SOFTCOVER PRINT.
Zombie Road RPG's corebook with tons of print-special extra content, such as additional factions, weapons, items, armor, missions, locations, vehicles, NPCs and zombies.

DELUXE EDITION: HARDCOVER PRINT. Zombie Road RPG's deluxe edition with over a 180 items, weapons, armor, vehicles, locations, factions, NPCS, zombies in total. The deluxe edition contains special mechanics for the Stalker-esqe Death Zones and rules on how to run Safe Havens. You can also find additional missions, and a whole other end of the world timeline - and dozens of additional arts.

DRAGONMOUNT PRESS

dragonmountpress.com
games@dragonmountpress.com
Dragonmount Press Kft.