

**DigiPen Institute of Technology -**  
**Singapore**

***Singapore Zombie Apocalypse***  
***(Game Master Guide)***

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**Scenario 1: This Place Isn't Safe Anymore**

**START:** You are in the Planning Room on level 1 of the Bungalow, discussing the shortage of food left and deliberating on how to ration out the remaining food. Suddenly, you hear a loud crash coming from the Dining Room cum Sleeping Area. The whole group is startled.

What are you going to do?

- Investigate the source of the crash. (Read 01)
- Ignore the crash. It might just be the wind. (Read 02)

**01.** Having decided to investigate the source of the crash, you found out that 3 zombies were walking aimlessly round the bed, making groaning noises. They have not detected your presence. (Read 03)

**02.** Having decided to ignore the crash. You continue your discussion. As the discussion carries on, you get more and more frustrated with each other until one of you cracks and lets out a loud shrill. Suddenly, 5 zombies come walking through the door into the Planning Room and start to chase you.

**The Zombies**

<b>ZOMBIE</b>	<b>DAMAGE</b>	<b>IN</b>	<b>ACC</b>	<b>STA</b>	<b>MOVE (Walk/Run)</b>
Zombie 1	1d6	3	50	15	2/3
Zombie 2	1d6	3	50	15	2/3
Zombie 3	1d6	3	50	15	2/3
Zombie 4	1d6	3	50	15	2/3
Zombie 5	1d6	3	50	15	2/3

\*Once combat has completed. (Read 03)

- 03.** Another crash can be heard coming from the Unoccupied Room next door. You realize that the Bungalow is beginning to get over run by someone or something.

What are you going to do next?

- Split up into 2 groups: One group will investigate the noise coming from the Unoccupied Room, another group will make their way to the second level to retrieve the locked documents. (Read 04)
- Stick together and make your way to the second level (Read 05a)

- 04.** The group that investigates the noise finds 3 zombies lurking around the room. The group proceeds to eliminate the zombies.

#### The Zombies

<b>ZOMBIE</b>	<b>DAMAGE</b>	<b>IN</b>	<b>ACC</b>	<b>STA</b>	<b>MOVE (Walk/Run)</b>
Zombie 1	1d8	4	50	20	1/2
Zombie 2	1d8	4	50	20	1/2
Zombie 3	1d8	4	50	20	1/2

\*Once combat is complete. (Read 05a – Wait for other group to finish encounters)

Meanwhile, the other group slowly makes their way to the Bedroom on level 1. The cabinets might contain useful items.

Do you

- Search the cabinets? (Read 04a)
- Continue to level 2? (Read 04b)

- 04a.** Choose a player to conduct a salvage roll. That player rolls a 1d10 for Salvage check. Add the result with the Bonus modifier found on the character sheet next to the total Smarts attribute. If the result is more than 5, the player has conducted a successful salvage. The player then proceeds to roll a 1d6 for an Item check. Below are the roll outcomes.  
(Read 04b)

ROLL	ITEM	TYPE	NOTES	Tradable
1-3	Bandage	Consumable	Can only be used once: Heals yourself for 5 points of health	Yes
4-5	Radio Set	Equipment	A potentially useful item for communication	Yes

ROLL	WEAPON	DAMAGE	ACCURACY MODIFIER		
6	Shovel	2d6	Running	Walking	Stationery
			-5	-3	+4

- 04b.** You continue up to the stairs and into the corridor. The area is dark and you hear a groaning noise up ahead near the locked Panic Room. You can barely make out what is up ahead. Accuracy -25 for characters while in Corridor.

Do you

- Proceed cautiously? (Read 05a)
- It is too dangerous to proceed. Meet up with the rest downstairs? (Read 05b)

- 05a.** You meet up with the rest. Ignoring the darkness, all seems to be clear. Your group now deliberates on who should try and open the locked door.  
(Read 06a)

**05b.** You meet up with the rest and proceed to the Kitchen. Maybe the Circuit Breaker room holds the key to fixing the lights upstairs. (Read 06b)

**06a.** Let the players discuss among themselves who should try and open the locked door. Do not reveal to them the outcome until a decision has been made

- Prison Convict with Lock – Picking ability opens the door
  - Nothing happens
- Other methods
  - The door breaks open with a loud crash. 3 zombies come rushing out from the staircase behind you. You fight them in the darkness.

#### The Zombies

<b>ZOMBIE</b>	<b>DAMAGE</b>	<b>IN</b>	<b>ACC</b>	<b>STA</b>	<b>MOVE (Walk/Run)</b>
Zombie 1	1d10	5	50	15	1/2
Zombie 2	1d10	5	50	15	1/2
Zombie 3	1d10	5	50	15	1/2

\*Once combat is complete (Read 09a)

**06b.** A horde of zombies block your way to the Circuit Breaker Room. They were not detected by your presence. They seem to be more interested in a cat, which has found refuge on the windowsill, trapped.

Do you

- Bash through the Horde?
  - Each character must roll a 1d20 for Ready Check. Bonus applies. All characters must roll at least a 17 and above consecutively to successfully bash through the zombies without getting detected by them. If one character during the roll chain does not manage to roll the desired outcome, characters have to restart rolling

from the first character again. They may wish to go in any order. (Read 07)

- Use the counter tops to try and sneak past the zombies?
  - Each character takes turns to use the counter top to sneak past the occupied zombies. Each character rolls a 1d20 for a Sneak Check and must obtain at least a 12 to successfully sneak past. Bonus applies. (Read 07)

**07.** You managed to pass the pre-occupied zombies and accessed the Circuit Breaker Room. Someone might be able to fix the fuse box. You deliberate on who should do the job.

Let the players discuss among themselves who should try and repair the fuse box. Do not reveal to them the outcome until a decision has been made

- A person repairing with total Smarts attribute of at least 75 will successfully repair the fuse box (Read 08)
- A person repairing with total Smarts attribute of 75 and below will need to roll a 1d10 for a Success Check. To successfully repair the fuse box, the character repairing must roll a 7 and above plus Bonus. (Read 08)

**08.** The fuse box is repaired. The level 2 corridors should be well lit now. The zombies in the Kitchen are still trying to catch hold of the cat.

Do you

- Bash through the Horde?
  - Each character must roll a 1d20 for Ready Check. Bonus applies. All characters must roll at least a 17 and above consecutively to successfully bash through

the zombies without getting detected by them. If one character during the roll chain does not manage to roll the desired outcome, characters have to restart rolling from the first character again. They may wish to go in any order. (Read 09b)

- Use the counter tops to try and sneak past the zombies?
  - Each character takes turns to use the counter top to sneak past the occupied zombies. Each character rolls a 1d20 for a Sneak Check and must obtain at least a 12 to successfully sneak past. Bonus applies. (Read 9b)

**09a.** In the middle of the Panic Room is a small, yet heavy safe. Your group now tries to find a way to break open the safe. The room is rather dark, Accuracy -15 for characters while in Panic Room. More moaning can be heard from the staircase.

Let the players discuss among themselves who should try and break open the locked safe. Do not reveal to them the outcome until a decision has been made

- Prison Convict with Lock – Picking ability opens the door
  - The moaning gets louder, 1 zombie enters the Panic Room

#### The Zombie

<b>ZOMBIE</b>	<b>DAMAGE</b>	<b>IN</b>	<b>ACC</b>	<b>STA</b>	<b>MOVE (Walk/Run)</b>
Zombie	1d10	7	75	25	1/0

\*Once combat is complete. END



- Other methods
  - The moaning gets louder, 1 zombie enters the Panic Room, and 1 zombie crashes into the Panic Room via the window.

### The Zombie

<b>ZOMBIE</b>	<b>DAMAGE</b>	<b>IN</b>	<b>ACC</b>	<b>STA</b>	<b>MOVE (Walk/Run)</b>
Zombie 1	1d8	6	55	15	2/3
Zombie 2	1d8	6	55	15	2/3

\*Once combat is complete. END

- 09b.** Your group proceeds up to the second level of the bungalow. The coast seems clear. No zombies were seen obstructing the door to the panic room. You deliberate on who should be responsible for opening the locked door.

Let the players discuss among themselves who should try and open the locked door. Do not reveal to them the outcome until a decision has been made

- Prison Convict with Lock – Picking ability opens the door
  - Nothing happens (Read 10)
- Other methods
  - Nothing happens (Read 10)

- 10.** In the middle of the Panic Room is a small, yet heavy safe. Your group now tries to find a way to break open the safe. More moaning can be heard from the staircase.

Let the players discuss among themselves who should try and break open the locked safe. Do not reveal to them the outcome until a decision has been made

- Prison Convict with Lock – Picking ability opens the door

- The moaning gets louder, 3 zombies enter the Panic Room

The Zombie

<b>ZOMBIE</b>	<b>DAMAGE</b>	<b>IN</b>	<b>ACC</b>	<b>STA</b>	<b>MOVE (Walk/Run)</b>
Zombie 1	1d10	2	50	15	1/0
Zombie 2	1d10	2	50	15	1/0
Zombie 3	1d10	2	50	15	1/0

\*Once combat is complete. END

- Other methods
  - The moaning gets louder, 1 zombie enters the Panic Room, and 1 zombie crashes into the Panic Room via the window.

The Zombie

<b>ZOMBIE</b>	<b>DAMAGE</b>	<b>IN</b>	<b>ACC</b>	<b>STA</b>	<b>MOVE (Walk/Run)</b>
Zombie 1	1d4	4	70	20	2/3
Zombie 2	1d4	4	70	20	2/3

\*Once combat is complete. END

**END:** You managed to obtain the documents in the safe and have the directions to another possible safe house. It is too dangerous to go back downstairs as the first floor is now filled with zombies. It is time to move on and seek the safe house located on the map. Before you leave through the window, you found that there was some extra equipment inside the safe. Your group slowly makes your way down the roof, and unto the street.

**Scenario 2: Safe house**

**START:** Your group manages to make your way from the overrun bungalow and onto the street. Your party now decides what to do next.

What does your party decide to do?

- Hotwire an abandoned car left on the street and make your way to the safe house as indicated on the map (Read 1a)
- Walk along the street in the direction of the safe house as indicated by the map. With any luck, your party might be able to hitch a ride from a passing car (Read 1b)

**01a.** You decide to hotwire an abandoned car on the street. The nearest vehicle is quite a distance away. You make your way towards the abandoned vehicle. Out of the bushes nearby, a bunch of zombies detect your presence and make their way towards you.

**The Zombies**

<b>ZOMBIE</b>	<b>DAMAGE</b>	<b>IN</b>	<b>ACC</b>	<b>STA</b>	<b>MOVE (Walk/Run)</b>
Zombie 1	1d6	3	55	15	2/4
Zombie 2	1d6	3	55	15	2/4
Zombie 3	1d6	3	55	15	2/4
Zombie 4	1d6	3	55	15	2/4
Zombie 5	1d6	3	55	15	2/4

\*Once combat is complete. Read 02a

**01b.** You decide to try your luck at hitch hiking. Maybe a kind soul would stop and help out your party.

- Each character rolls a 1d10. Add the die results of each character. The total has to add up to at least a 35 for a passing vehicle to appear. Bonus included. (Read 2b)

- 02a.** The zombies posed little resistance. You proceed to hotwire the vehicle.
- Character with the highest Smarts attribute may only be able to hotwire the car. That character has to roll a 1d10 and must obtain at least a 7 to successfully hotwire the vehicle. Bonus included only for the first try.

You successfully hotwire the car and make your way to the safe house as indicated on the map. (Read 3a)

- 02b.** A vehicle pulls up beside your group. Inside is a man.
- “Hi! Where are you guys heading?” he asks sheepishly as he eyes your weapons.

Do you

- Tell him nothing about the map but ask him to drop you off somewhere near the safe house? (Read 3a)
- Show him your map and tell him where you are heading? (Read 3b)

- 03a.** Your party reaches the location of the safe house. A tough looking guy stands guard at the entrance.
- “Who are you? What do you want? You are not bitten are you?” he asks.
- “No, we have not been bitten. We have been told that we can seek refuge here. We came from a bungalow just beyond there” you reply as you point to the west.
- “Ah. My name’s Ah Booi. No one is allowed in, unless, of course you have anything of value to trade?”

Do you

- Give him your Radio Set (where applicable) (Read 4a)
- Threaten him (Read 4b)

- 03b.** You show him the map and the location your group would like to head to.  
“You’re in luck my friend, I was just heading there. The name’s Randy.  
Hop on folks!” (Read 4c)
- 04a.** You hand the radio set to Ah Booi reluctantly.  
“Sweet. Ah Heng will certainly love this. Follow me. I’ll show you to him.”  
You follow Ah Booi into the safe house. (Read 5a)
- 04b.** As your group was about to square off with Ah Booi, a familiar figure steps in to stop the fight.  
“Hey, I know you guys. I picked you up and dropped you off a few blocks down!”  
Randy also notices that you possess a map with the safe house location marked out on it.  
Ah Booi asked “You helped these creeps?”  
“In a way. My name’s Randy. Don’t mind Booi. He gets uptight sometimes. Come on in. I’ll show you around.”  
You follow Randy in; Ah Booi follows behind closely, keeping a watchful eye on you. (Read 5b)
- 04c.** Randy drives up to the safe house and ushers you to follow him inside.  
“Booi, I found these kind folks wandering on the streets. They had a map leading to this location. Must have belonged to Lee’s group. Maybe Ah Heng can help them.” He shouted to a tough looking guy stand outside the safe house entrance.  
Ah Booi looks at you and stares suspiciously as you follow Randy into the safe house. Ah Booi follows you close behind. (Read 5b)

**05a.** You meet with Ah Heng, the supposed person in charge of the safe house. Ah Heng examines your group as Ah Booi hands him the Radio Set.

“A useful item indeed. Looks like you provided something of value and earned a place in this safe house for now.”

Ah Heng then introduces the rest of the members of the safe house.

(Read End)

**05b.** You meet with Ah Heng. Randy motions for you group to stay put as he talks to Ah Heng personally. A heated discussion can be seen.

After a while, Ah Heng instructs you to come forward.

“I understand you might belong to Lee’s group on the West side. Randy here has convinced me that you can be trusted. But I am keeping my eyes on you.”

With that, Ah Heng introduces you to the rest of the members of the safe house. (Read End)

**END:** You finally made it to the safe house located on the map. Make some friends; you never know when you need their help.

### **NPC Bio Data**

**Name:** Ah Heng

**Role:** Safe house leader (Job giver & Item merchant)

**Background:** Ah Heng was once a runner for a loan shark. After the onslaught of the zombie apocalypse, he and his fellow runner Ah Booi managed to band a group of survivors together. As the group got bigger, Ah Heng made the decision to split the group up so that their chances of survival might increase. Ah Heng dislikes outsiders but is willing to make compromises whenever needed for the greater good of the group. He delegates the roles of each member of the safe house and often sends them out to carry out certain tasks and errands. His knowledge of the streets makes him an ideal source of information.

**Name:** Ah Booi

**Role:** Safe house guard (Job Companion)

**Background:** Ah Booi, the right hand man of Ah Heng, a fellow runner before the zombie apocalypse. He is highly suspicious of anyone and everyone, both outsiders and safe house members. He does not trust anyone other than Ah Heng, thus his job of ensuring the safety of the safe house. A loner, he spends most of his time outside, keeping guard. He also delights in killing the undead, since he has nobody to harass for money anymore.

**Stats:** Stamina – 70

Accuracy – 70

Damage (Parang) – 1d6

**Name:** Randy Mutu

**Role:** Safe house Mechanic (Job Companion)

**Background:** Randy worked as a communications technician for the company SingTel. He is the handy man of the group, repairing any broken equipment in the safe house. He also regularly does scouting and scavenging jobs based on information given to him by Ah Heng. Well liked by the group because of his resourcefulness and intelligence.

**Stats:** Stamina – 60

Smarts - 80

**Name:** Mrs Camellia Chan

**Role:** Safe house cook (Item merchant)

**Background:** An overprotective housewife. She maintains the cleanliness of safe house as well as everybody's well being. She is also in charge of rationing the food items stored within the safe house. She reports regularly to Ah Heng on the food and amenities of the safe house. Does not speak much and usually minds her own business. As long as she is cared for and does her job right, she rarely voices her opinions on matters. She has a daughter named Cynthia.

**Name:** Cynthia Chan

**Role:** None

**Background:** Cynthia is your typical teenage girl who goes around complaining and sulking about the current state she is in, more so due to the zombie apocalypse. She does not do very much in the safe house and depends a lot on others to meet her needs. Despite this, she is allowed to stay in the safe due to her mother's efforts in providing for the survivors and her assurance that Cynthia would not cause any trouble for the group. Cynthia has her doubts about Ah Heng as he often looks at her lecherously.



### **Change – Log**

- rebalanced zombies making them a little stronger in terms of their accuracy attributes as they were unable to achieve any successful hits on the humans.
- altered zombies initiative attributes so that they may be instances where the zombies are able to make their moves before the humans.
- Boosted up the Stamina attribute of zombies so that they may last longer in combat.