

DigiPen Institute of Technology -
Singapore

The Singapore Zombie Apocalypse
(Rule Book)

CONTENTS PAGE

Introduction -	4
What the Game Is About	4
Using the Dice	5
 Character Creation	 6
Explanation of Main and Derivative attributes	6
The SZA Classes	7
How To Create a Character	9
<i>Picking a Class Specific Ability</i>	12
<i>Picking a Weapon</i>	13
Sample Player Character Sheet (Unfilled)	14
Sample Player Character Sheet (Filled)	15
Pre – Generated Characters	16
 Basic Rules -	 22
Map	22
Playing pieces	22
Game Turn	22
Initiative	23
Movement	24
Combat	26
<i>Engagement</i>	26
<i>Combat Sequence (Melee)</i>	26
<i>Combat Sequence (Ranged)</i>	29
<i>Damage & Infection</i>	31
<i>Combat Sequence Examples</i>	32
<i>Ammunition (Soldier only)</i>	35
<i>Replenishing Stamina</i>	35
<i>Additional Actions</i>	35

Game Time	-	-	-	-	-	-	-	-	37
Combat Time	-	-	-	-	-	-	-	-	37
Surprise	-	-	-	-	-	-	-	-	38
Non – Combat Time (Other Actions)	-	-	-	-	-	-	-	-	38
Free Actions	-	-	-	-	-	-	-	-	38
Scenario	-	-	-	-	-	-	-	-	39
Scenario 1 - This place isn't safe anymore	-	-	-	-	-	-	-	-	39
<i>Map</i>	-	-	-	-	-	-	-	-	42
<i>Map Keys</i>	-	-	-	-	-	-	-	-	43
<i>Map Descriptions</i>	-	-	-	-	-	-	-	-	44
Scenario 2 – Safe house	-	-	-	-	-	-	-	-	46
<i>Map</i>	-	-	-	-	-	-	-	-	47
<i>Map Keys</i>	-	-	-	-	-	-	-	-	48
<i>Map Descriptions</i>	-	-	-	-	-	-	-	-	48
<i>NPC Bio Data</i>	-	-	-	-	-	-	-	-	49
Glossary	-	-	-	-	-	-	-	-	51

INTRODUCTION

Welcome to the SINGAPORE ZOMBIE APROCLAYPSE role-playing game. A time of life and death awaits you. Before you start your quest in surviving the apocalypse, may I suggest that you read through this manual first before playing the game.

WHAT THIS GAME IS ABOUT?

Each player in the SINGAPORE ZOMBIE APOCALYPSE game chooses a desired character/role he/she wishes to undertake. Together with the other characters chosen, players have to work together to escape the zombie apocalypse that has ravaged the country of Singapore. Players have to hack, slash and do whatever it takes to get off the island state, or at least find a safe haven on the island where the zombies are kept at bay. Players have complete control over their characters and decisions they make are solely theirs and theirs alone to make.

Think of your character being yourself, placed in a bloody and gory world of a fictional Singapore. You may wish to play as yourself or even take on a different persona completely different from which you actually are. Ultimately, this game seeks to be a game of fun through a character of your design.

This game mainly promotes teamwork amongst players. Therefore no clear distinction of a winner or loser. If players choose to work together, they may be able to survive the apocalypse. However, take note, sacrifices may have to be made for the greater good of the survivors.

USING THE DICE

The SINGAPORE ZOMBIE APROCALYSE makes use of two ten-sided dice for play. (one dark, one light). Their numbers range from 0 to 9. For simplicity sake, they are addressed as d10. Additionally, other die denominations are also utilized in the game.

In cases during play when a roll of one ten-sided is required (1d10), roll one die to resolve this. The numbers shown on this roll ranges from 1 to 10, with the 0 being read as a 10.

In cases during play when two ten-sided dice are required to be rolled (2d10), roll both dice simultaneously and add the result to obtain a number. Add the result to obtain a number between 2 to 20. A 0 is read as a 10.

EXAMPLE: Rolls were 6 and 0; the result would be a $6 + 10 = 16$.

More dice may be rolled and these cases apply like wise as stated in the example above (3d10 – 3 to 30, 4d10 – 3 to 40 etc)

Likewise for other die denominations.

Sometimes, there may be cases where a percentile dice (d100) may have to be rolled. Again, roll both dice simultaneously. Read the dark die as the “tens” digit and the light die as the “ones” digit. If a 0 is rolled, it is read as a 0. Refer to the table below for various examples while rolling percentile dice.

PERCENTILE DICE EXAMPLES

Dark Die	Light Die	Result
7	2	72
4	0	40
0	6	6
0	0	100

CHARACTER CREATION

Players need to create a game character for themselves. These characters have four main attributes and two derivative attributes. The 4 main attributes are Stamina, Strength, Accuracy and Smarts, while the two derivative attributes are Initiative and Morale.

The four main attributes each have a score of between 1 and 100. An attribute score of 1 would indicate that the character is extremely poor in that attribute, while a score of 100 would indicate that the character is extremely well versed in that attribute. Each player charts their character's attribute scores by rolling dice. This will be explained later on in the section under "How To Create A Character"

Explanation of Main and Derivative attributes

- **Stamina (STA)** – measures the health of your character. Stamina also measures how long it takes before an infected person turns into a zombie.
- **Strength (STR)** – measures the possible bonus attack value of your character when dealing damage towards a zombie. This attribute may sometimes be used when interacting with environmental objects within the game.
- **Accuracy (ACC)** – measures the attack accuracy of your character. Used also to derive your character's Initiative.
- **Smarts (SMRT)** – measures how well your character is able to comprehend situations in the game. Also used to derive the Morale of your character.
- **Initiative (IN)** – important in establishing which character starts first in the game. The Initiative is equal to the character's Accuracy divided by 10.
- **Morale (MR)** – important in establishing how many zombies a character can engage with at any one time during combat. A high morale would mean a character could take on several zombies at one time while a low morale would mean otherwise. The Morale is equal to the character's Smarts divided by 10.

The SZA Classes

Players may pick one of several classes presented in this game below. Each class has their own attribute specialization and unique ability. Choose wisely.

Class Name: Fire Fighter

Class Role: Melee – Tank Specialist

Class Description: Well protected with his helmet and a fire suit, a Fire Fighter is able to take on a few zombies with no trouble at all. However, due to his heavy protective gear, he lacks in movement speed. Main weapon of choice would be a large weapon like a fire axe.

Class Name: Paramedic

Class Role: Melee – Healing Specialist

Class Description: Not very well equipped to face an onslaught of zombies, a Paramedic prefers not to face combat with zombies unless really necessary, as he ensures the well-being of a group of survivors. He is relatively quick in movement, as he has to be constantly on the move. Thus, preferring light weapons like knives or daggers so that he can quickly access his medical supplies when needed.

Class Name: Politician

Class Role: Melee – Leadership Specialist

Class Description: Lacking proper combat skills, the Politician will almost always panic every time when faced with a horde of zombies. He relies heavily on support protection. However, despite this, he is master in boosting the morale of a group of survivors, spurring them to fight on till their last breath. Due to his lack in combat experience, he neither moves quickly nor slowly nor has the ability

to use proper weapons to protect himself when broken off from a group of survivors.

Class Name: Soldier

Class Role: Melee/Ranged – Combat Specialist

Class Description: His military training and combat skills make him an ideal zombie-killing machine. A Soldier is equally proficient at both melee and ranged weapons, preferring ranged weapons whenever possible. He tends to attract zombies due to his aggressive nature in combat. He does not tread lightly during movement, causing a group to be vulnerable when faced with a large horde of zombies.

Class Name: Prison Convict

Class Role: Melee – Stealth Specialist

Class Description: Highly agile, he relies on speed to outsmart the slower moving zombies and serve as good scouts for a group of survivors. Prison Convicts prefer not to face an upfront zombie attack whatever the situation may be, using more subtle methods like stealth to take down targets. Due to the individualistic nature and criminal history of the Prison Convict, he tends to work alone. His main weapon of choice would be a small concealable weapon like screwdrivers or pocketknives.

How To Create A Character

Follow the steps below to create a SZA character give below

- 1 Utilize the SZA character sheet provided or make a copy on a blank sheet of paper. A pencil may be used since things may change during the course of the game.
- 2 To find out your character's various scores (i.e. Strength, Stamina, Accuracy, Smarts, Initiative), make use of the ATTRIBUTE SCORING TABLE. Determine your number, which you have rolled on your d100 dice and record this on the space marked as "Attribute Base Score". Mark this score on the specific attribute you have rolled for on your player character sheet.

ATTRIBUTE SCORING TABLE

Dice Roll	01 – 10	11 – 20	21 – 35	36 – 55	56 – 70	71 – 80	81 – 90	91 - 95	96 - 00
Attribute Base Score	50	55	60	65	70	75	80	85	90

EXAMPLE: Jonah Teoh is creating an SZA character and to find out how much Stamina his character's base score is, he rolls a d100. The result is a 66. He then tabulates this score against the ATTRIBUTE SCORING TABLE. He checks that his character's Stamina has a base score of 70.

- 3 Repeat Step 2 to get your character's Strength, Accuracy and Smarts base scores. Leave the Initiative attribute out for now.
- 4 Next decide which class your character wants to be. Your class choice will affect your ability score as will be described in Step 5.

5 Add or subtract from the STA attribute base score shown in the STA column in the CLASS MODIFIERS table for your specific class. Write the result down on the space marked “STA” on the player character sheet. This number represents your character’s Stamina attribute score.

Class Modifiers

	STA	STR	ACC	SMRT
Firefighter	+10	+0	-10	+0
Soldier	+0	+10	+0	-10
Prison Convict	+0	-10	+10	+0
Politician	-10	+0	+0	+10
Paramedic	-5	-5	+5	+5

EXAMPLE: Jonah Teoh has decided to play a Firefighter class. He will then proceed to check the CLASS MODIFIERS table for the Firefighter and finds that he must add 10 to his character’s Stamina base score. This would result in a final score of 80 for his character’s Stamina. Next, he writes “80” on the space marked “STA” on his player character sheet.

6 Repeat step 5 for Strength, Accuracy and Smarts.

7 In the case for calculating your character’s Initiative, divide your Accuracy score by 10. Where the result is a decimal, round that number down to the closest whole number. This final result is your character’s Initiative score. Write this result in the space marked “IN” on your player character sheet.

EXAMPLE: The Accuracy score of Jonah Teoh’s character is 55. To establish his Initiative score, he proceeds to divide 55 by 10, resulting in a

score of 5.5. As the result is a decimal, he rounds this number down to the nearest whole

number, which is a 5. Therefore, he writes “5” in the space marked as “IN” on his player character sheet.

- 8 Likewise, do the same for Morale as you have done for Initiative, following the steps as shown in Step 7, this time using the main attribute Smarts instead. Write this result in the space marked as “MR” on your player character sheet.
- 9 Next, fill in the Bonus modifier column next to the total attribute score for Smarts as seen by the table below. This modifies your die roll during certain scenario situations during the game.

BONUS

<u>SMARTS</u>				
< 60	60 - 69	70 - 79	80 - 89	> 90
+0	+1	+2	+3	+4

- 10 Lastly, give your character a unique name.

Picking a Class Specific Ability

After the 9 steps of character creation have been fulfilled, it is now time to pick your character's class specific ability. These special abilities are unique to each class and provide certain additional bonuses to your character or to the group as a whole. Choose wisely as you may only pick ONE of the available class specific abilities for your character's class. Below is a table of the available abilities for each class for players to choose from.

CLASS SPECIFIC ABILITY TABLE

CLASS	ABILITIES	
Firefighter	<u>Fire Suit</u> Can only be used once: Add 20 points of health	<u>Fire Helmet</u> Zombies' attacks deal 3 less damage to the Firefighter
Soldier	<u>CQC</u> The Soldier gets an additional melee attack bonus of 3	<u>Sharp Shooter</u> The soldier gets an additional ranged attack bonus of 3
Prison Convict	<u>Lock – Picking</u> Enables the Prison Convict to open locked doors	<u>Quick – Step</u> The Prison Convict is able to move an additional 2 squares of movement (Indoors only)
Politician	<u>Morale Boost</u> Can only be used once per combat: All characters get +1 to their Morale.	<u>Inspire</u> Can only be used once per combat: Target character gets +5 to all main attributes for that turn
Paramedic	<u>Tending to wounds</u> All characters within 2 squares (diagonals included) of the Paramedic replenish 5 points of health each turn. Paramedic may not move or attack during this time	<u>Vial Of Antidote</u> Can only be used once: Target character is healed from infection when infected OR target character recovers full health

Once a desired ability has been chosen, fill in that ability's name on the space marked as "Special Ability" on the player character sheet.

Picking a weapon

Below are the available weapons that may be picked for your characters and the associating bonus attributes provided for the when equipped to the specific class. With the exception of the Soldier, who carries a default weapon of a SAR-21 with a magazine of 10 rounds, plus another weapon of your choice. All other characters may only carry ONE chosen weapon.

WEAPONS

WEAPON	DAMAGE
Fire Axe	1d8
Police baton	1d8
Screwdriver	1d4
Golf Club	1d8
Bowie Knife	1d6
Baseball Bat	1d6
Crowbar	1d10
Bayonet	1d8
Cricket Bat	1d6
Pocket Knife	1d4
SAR-21	1d20

Once a desired weapon has been chosen, add the weapon's information on the character sheet marked "Weapons", the weapon name, damage, base # to hit (total accuracy attribute) and the ammo, where necessary.

Sample Player Character Sheet (Unfilled)

Below is a sample unfilled character sheet for reference

PLAYER'S NAME:

CHARACTER'S NAME:

CLASS:

GENDER:

CHARACTER'S ATTRIBUTES & DATA-----

	Base Attribute <u>Score</u>	Class Bonus	Total Attribute <u>Score</u>	
STA				
STR				
ACC				BONUS
SMRT				

IN: _____ MR: _____ Special Ability: _____

Current STA: _____ Infected: Y / N

WEAPONS-----

Weapon	DMG	Bonus Attack Value	Base # To Hit	Ammo

PERSONAL NOTES/EQUIPMENT-----

Sample Player Character Sheet (Filled)

Below is a sample character sheet for Jonah Teoh's character, a Firefighter named Bruce Long.

PLAYER'S NAME:		Jonah Teoh		
CHARACTER'S NAME:		Bruce Long		
CLASS:		Firefighter		
GENDER:		Male		
CHARACTER'S ATTRIBUTES & DATA-----				
	<u>Base Attribute</u> <u>Score</u>	<u>Class Bonus</u>	<u>Total Attribute</u> <u>Score</u>	
STA	70	+10	80	
STR	60	-	60	
ACC	65	-10	55	BONUS
SMRT	70	-	70	+2
IN: 5 MR: 7 Special Ability: Fire Suit				
Current STA: 80		Infected: Y / N		
WEAPONS-----				
<u>Weapon</u>	<u>DMG</u>	<u>Bonus Attack Value</u>	<u>Base # To Hit</u>	<u>Ammo</u>
Fire Axe	1d8	+1	55	-
PERSONAL NOTES/EQUIPMENT-----				

Pre – Generated Characters



Attributes

Stamina: 85
Strength: 75
Accuracy: 60
Smarts: 50
Initiative: 5
Morale: 5
Bonus: -

Special Ability

Bright Yellow Fire Suit:

All zombies adjacent to Bruce Long will attack him instead of others.

Favorite Weapon

Fire Axe

Equipment

01x Oxygen canister

Name: Bruce Long

Class: Firefighter

Bio Data

Bruce was just a regular Firefighter. Saving lives was just part and parcel of his everyday routine. He will do anything and everything to make sure people under his care is safe, even if it means sacrificing himself.

Appearance

His experiences in fighting fires make him look like a veteran when facing any sort of dangers. He never shaves his prized mustache, as he believes it to be his source strength and determination in facing adversities. After all, it had served him well in filtering all those smoke particles when fighting the many fires he encountered over the years. His bright yellow fire suit provides much protection as with his bright red helmet.

Personality

Brave, fearless, self-sacrificing



Attributes

Stamina: 75
Strength: 55
Accuracy: 75
Smarts: 75
Initiative: 4
Morale: 2
Bonus: +2

Name: Mary Jacobs

Class: Paramedic

Special Ability

Intravenous Injection:

Can only be used on an infected character:
Target character is no longer infected. Target character may only receive an Intravenous Injection once.

Favorite Weapon

Pocket Knife

Equipment

05x Bandages

Bio Data

Working as a paramedic has its challenges. Mary had to be quick on her feet, alert and calm in times of uncertainty. She comes from a long line of family paramedics. Her father and her grandfather served as paramedics too before her.

Appearance

A short woman clad in a light blue uniform which do not serve as much protection. She is not well trained in self-defense but does know how to defend herself when the need arises with her Pocket Knife

Personality

Alert, caring, motherly



Attributes

Stamina: 70
Strength: 65
Accuracy: 85
Smarts: 65
Initiative: 6
Morale: 1
Bonus: +1

Special Ability

One shot, one kill:

Whenever Dexter engages a Zombie in combat while running, he has a chance of eliminating the zombie in one quick kill regardless of damage dealt. Roll a 1d10. The result of the roll has to be a 7 and above for it to be successful.

Favorite Weapon

Crowbar

Equipment

01x Rope made out of bed sheets

Equipment

05x Bandages

Bio Data

Spent most of his days behind bars. Dexter has no family, hence the absence of his last name. He survives on his own set of rules and ethics, trusting no one. He was convicted for drug smuggling while helping a friend. He was unaware of it until the authorities checked his belongings. So much for trusting a friend.

Appearance

Muscular and agile. While in prison, he spent most of his time working up and building on his fitness. Basketball was also his staple activity, spending hours and hours on end perfecting his aim.

Personality

Opportunistic, reckless, cunning



Name: Costa Wang
Class: Politician

Attributes

Stamina: 55
Strength: 55
Accuracy: 60
Smarts: 85
Initiative: 7
Morale: 2
Bonus: +3

Special Ability

Motivational speech:

All character within a 2 square radius of Costa gets a -3 in the amount of damage taken from zombies. Costa may not attack or move when this ability is used.

Favorite Weapon

Golf Club

Equipment

None

Bio Data

He was a promising politician on his way up to being a member of parliament. He had a way with words, winning the hearts and the minds of the common folk in the heartlands. Many people respected him and his ideals for the nation. A pity his dreams could not be realized due to the onslaught of the zombie apocalypse.

Appearance

Wearing a black tie and suit, Costa is a smooth talker. He is suave and very convincing in his actions and speech.

Personality

Persistent, self-confident



Name: SGT Connor
Class: Soldier

Attributes

Stamina: 70
Strength: 85
Accuracy: 75
Smarts: 55
Initiative: 1
Morale: 3
Bonus: -

Special Ability

Combat Awareness:
SGT Connor is not affected by the environmental debuffs (reference to map descriptions)

Favorite Weapon

SAR-21
Bowie Knife

Equipment

01x Field Dressing Kit
01x 1-litre water bottle

Bio Data

SGT Connor was trained as an infantry specialist back at Specialist Cadet School and since graduation has been attached as a section commander for the Guards. Masterful with his ranged weapon, preferring to gun down zombies than to engage them in melee.

Appearance

His uniform is soaked in sweat, blood and tears from both himself and others as he scours the streets for survivors. His face battered from all the zombies he has encountered since the start of the apocalypse.

Personality

Tenacious, determined, loyal



Name: CPL Teoh
Class: Soldier (No SAR-21)

The Basic Rules explain the basic requirements for starting a game of SZA. These rules should be studied carefully in order to fully appreciate the SZA game.

Attributes

Stamina: 65
Strength: 75
Accuracy: 70
Smarts: 65
Initiative: 2
Morale: 2
Bonus: +1

Special Ability

K9 Companion:

CPL Teoh releases his dog and it attacks the zombies on his command. Roll a 1d6. The dog is successful in dealing damage when the result rolled is 5 and above. Each successful dog attack deals 3 points of damage to the target.

Favorite Weapon

Bowie Knife

Equipment

01x Field Dressing Kit

Bio Data

CPL Teoh was trained as a canine trooper and has an assigned dog under his care. As such, he lacks training with the SAR-21, preferring to use his dog as his primary weapon followed by his melee weapon whenever engaging the zombies. Fiercely protective of his dog, he will ensure that no harm will come to it be it from humans and zombies alike.

Appearance

Caring for himself and his canine buddy is no easy task. In fact, his dog looks in better shape than he is. His uniform is tattered and torn. Ever cautious, he is always seen to be in full gear even when the situation deems safe. Safety to him is the utmost importance.

Personality

Suspicious, observant, cautious

Basic Rules

Map

The map shows a specific area of Singapore. A mix of different types of buildings make up the map, from residential, to government to commercial buildings. Some of the buildings have levels above ground. Each square depicted on the map is approximately 5 meters in length across for outdoor map locations and 1 meter in length across for indoor locations. Map details will be addressed later.

Playing Pieces

The playing pieces, which come with, this Player Rule Book, have to be separated first, in order to be used. These playing pieces include all Classes and each player should pick a counter which best suits their character which they have created. There are also playing pieces for the zombies.

Game Turn

The SZA game is played by turns, which in reality would last about 3 to 6 seconds. But in SZA, the game mimics a step-by-step approach to what happens during a turn.

During a turn, a character may carry out any of the following actions, in any order:

1. move
2. attack (melee or range)
3. reload a weapon (Soldier only)
4. use a Class specific ability
5. stay put and do nothing
6. other actions

Initiative

At the beginning of each turn, one player from each side must roll a 1d10. The result rolled is added to the Initiative modifier of the character with the highest total Accuracy attribute. Whichever side gets the highest total initiative for that turn, which means they get to move and attack first during combat.

If the totals are equal, then neither side has initiative. When this occurs, the side with the character that has the highest total Accuracy attribute attacks or moves first, followed by the other side.

Characters on the human side will determine their individual initiatives by comparing their Initiative derivative attribute. A character with a higher initiative will go first.

If the initiatives are equal, the character with the single highest total Accuracy attribute goes first among the human players.

Players have to roll for initiative every turn of every combat.

Movement

All characters and zombies are able to move at two different speeds: walking and running. Below shows a MOVEMENT TABLES, which depict how many spaces each character class is able to move at the different speeds during walking and running. Movement is important as it affects your character's Accuracy attribute. Movement will only come into play when combat is engaged.

MOVEMENT TABLE (Indoors – 1m x 1m squares/ second)

Class	Movement Spaces per Turn	
	Walking	Running
Firefighter	1	2
Soldier	2	4
Prison Convict	3	5
Politician	2	3
Paramedic	3	4

*diagonal movement included

MOVEMENT TABLE (Outdoors – 5m x 5m squares/ minute)

Class	Movement Spaces per Turn	
	Walking	Running
Firefighter	1	2
Soldier	2	3
Prison Convict	3	4
Politician	2	3
Paramedic	2	3

*diagonal movement included

The numbers as shown in the MOVEMENT TABLE are the maximum distances a character class may move at the chosen speed.

EXAMPLE: A Soldier may choose to walk 1 or 2 spaces during a turn or run 2 or 4 spaces during a turn while indoors.

Buildings/indoor: A character can enter or leave a building only through a door. They must stop moving once they reach a door to a building. On their next turn, they can move through the door at their full movement rate. Characters may also freely move inside the buildings as per normal based on the MOVEMENT TABLE (Indoors)

Pavement/Outdoors: Normal movement rate based on MOVEMENT TABLE (Outdoors)

Grass Patches/Outdoors: Only the walking movement is allowed, since these grass patches are thick, where running is hindered.

Vehicles

The best way to travel long distances is obtain a working vehicle. Vehicles like cars, trucks and motorcycles may be found throughout outdoor scenarios within the game. Any Character may use their Smarts or Strength attribute to try and break into a vehicle and take control of it. All vehicles have a standard movement speed of 15 squares per turn on a road and 13 squares per turn on grass patches.

For vehicles like a car or a truck, the personnel capacity is 5. For motorcycles, the personnel capacity is 2.

Combat

Characters engage in combat whenever at least one of them lands on a square, which is occupied by another character/zombie. Melee is often the best combat choice since projectile weapons like guns tend to draw the attention of zombies. Three of the character's main attributes are important while in combat: Stamina, Strength and Accuracy. Stamina determines how much points of damage your character can take before being over run by the zombies and getting infected. It is also an indication of how long your character can stay sane before turning into a zombie. Strength determines the amount of damage your character can inflict on zombies. Lastly, Accuracy determines your character's chance to make a hit.

Engagement

First, a character must engage a target by landing on a square with his/her desired target. This can be done through movement. Engagements can be done through both walking and running.

However, if an engagement is done through running, the attacking character, which initiates the engagement, gets a -5 to his accuracy roll, as well as a + 5 to his damage, since it may be considered a little bit more challenging to land a hit on a target while running and that the force of the impact may possibly deal additional damage.

Combat Sequence (Melee)

Whenever a character engages in combat, follow the sequence of events to resolve the conflict.

1. Check the WEAPONS TABLE (Melee) for the weapon the attacker is using.
2. If the attacking character was walking/running while engaging the target, subtract the appropriate Accuracy Modifier from the WEAPONS TABLE to the character's total Accuracy attribute. The final result is the "chance to hit"

If the attacker was stationary while engaging the target, add the appropriate Accuracy Modifier from the WEAPONS TABLE to the character's total Accuracy Attribute. The final result is the "chance to hit".

3. Roll percentile dice. If the number rolled is less than or equal to the character's chance to hit as established in step 3, the attacking character hits the target. However, if the number rolled is higher than the character's chance to hit, the attacking character misses the target.
4. If the target was hit, the attacking character then checks the WEAPONS TABLE once more to see how much points of damage his weapon deals on the target, as well as the damage modifier of the engagement, whether it was running/walking. The attacking character then rolls the instructed number of dice, add the result to the BONUS ATTACK VALUE TABLE based on the character's total Strength attribute and the target subtracts the final result from its Stamina.

EXAMPLE: Bruce Long moves and engages a zombie. The weapon of choice was a Fire Axe. Bruce Long's total Accuracy score is 55. Subtracting 5 because he was running while engaging the target. Therefore giving *Bruce Long* a 50% chance to hit. Jonah Teoh then rolls percentile dice to check whether *Bruce Long* lands a hit to the zombie and gets a result of 20. This is less than the chance to hit and thus *Bruce Long* hits the target. Jonah then rolls a 1d6 for weapon damage for a result of 5. Since Bruce engaged the target while running, additional damage is dealt based on the weapon table of +5. The result gets added with his Bonus Attack Value of +1, since the total Strength attribute is 60, resulting in a 6. The target then subtracts 11 from its Stamina.

WEAPONS TABLE (Melee)

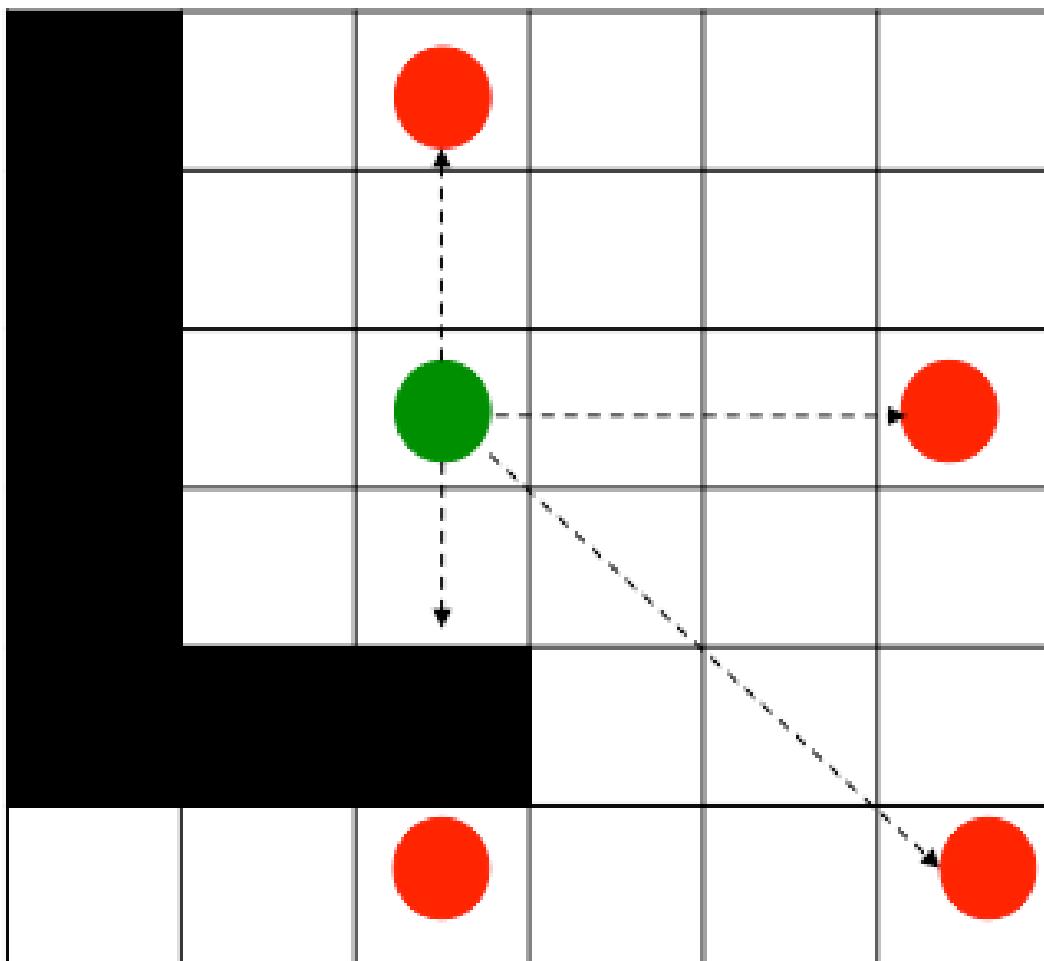
WEAPON	DAMAGE	MODIFIER				
		Running Accuracy	Running Damage	Walking Accuracy	Walking Damage	Stationery Accuracy
Fire Axe	1d8	-5	+5	-3	+3	+3
Police baton	1d8	-5	+5	-3	+3	+5
Screwdriver	1d4	-5	+5	-3	+3	+10
Golf Club	1d8	-5	+5	-3	+3	+5
Bowie Knife	1d6	-5	+5	-3	+3	+7
Baseball Bat	1d6	-5	+5	-3	+3	+7
Crowbar	1d10	-5	+5	-3	+3	+3
Bayonet	1d8	-5	+5	-3	+3	+5
Cricket Bat	1d6	-5	+5	-3	+3	+7
Pocket Knife	1d4	-5	+5	-3	+3	+10

BONUS ATTACK VALUE TABLE

<u>STRENGTH</u>				
< 60	60 - 69	70 - 79	80 - 89	> 90
+0	+1	+2	+3	+4

Combat Sequence (Ranged) – Soldier

The Solider has the option of engaging targets at range using the only ranged weapon in the game only if he/she has direct sight of the target, where the character may be able to see the target both horizontally and vertically on the map as shown below in the diagram. He/she has to engage a target while stationery. Using the SAR-21 to attack also gives no Bonus Attack values from the Strength attribute. Targets behind a wall also not do count.



Below lists the sequence of combat if such a weapon is wishes to be utilized.

1. Check to see if the Soldier has direct sight of the target. If yes, proceed to check the WEAPONS TABLE (Ranged) for the information on the SAR-21, the distance in squares whether the target is Near, Medium or Far. The SAR-21 is rendered useless at melee range (when attacking character is on the same square as the target). The character cannot move if he/she wishes to attack with this weapon.
2. Add the Range Accuracy Modifier for the associated range the attacking character is firing from, from the total Accuracy attribute score as depicted on the table. The result is the “chance to hit”
3. While using the SAR-21 to attack, the Soldier cannot be walking or running and must stay stationery.
4. Roll percentile dice. If the number rolled is less than or equal to the character’s chance to hit as established in step 2, the attacking character hits the target. However, if the number rolled is higher than the character’s chance to hit, the attacking character misses the target.

EXAMPLE: A Soldier wishes to attack a zombie, which is 4 squares away, this is at Medium range. The Soldier’s total Accuracy score is 50. Adding 20 because of the range giving the Soldier a 70% chance to hit. The percentile dice rolled is a 25, less than the chance to hit, thus the Soldier hits the target. Now, he/she must proceed to roll for damage. In this case a 1d20. The result is a 15. The target must then reduce its Stamina by 15.

Weapons Table (Ranged)

Range Accuracy Modifier (Squares)				
WEAPON	DAMAGE	Near (2 - 3)	Medium (4 - 6)	Far (7 - 9)
SAR-21	1d20	+20	+15	+10

*Note: The SAR-21 will always miss at ranges 10 squares and above.

Damage & Infection

Damage caused by the zombies is subtracted from the character's total Stamina attribute. When the Stamina reaches 0 or goes below it, the character is Infected and over some time will turn into a zombie depending on the total Stamina attribute. An infected character may still be able to move and attack, but however may not be able to use any of the special abilities if not yet used. Players also have to update their Player Character Sheet by now changing their Infected status to "Yes" by circling the "Y" on the sheet. A character who is infected may not be cured unless through the special ability of the Paramedic. Check the INFECTION TABLE to see how long a character has in remaining sane, before completely turning into a zombie.

INFECTION TABLE

STAMINA				
< 60	60 - 69	70 - 79	80 - 89	> 90
1 Turn	2 Turns	3 Turns	4 Turns	5 Turns

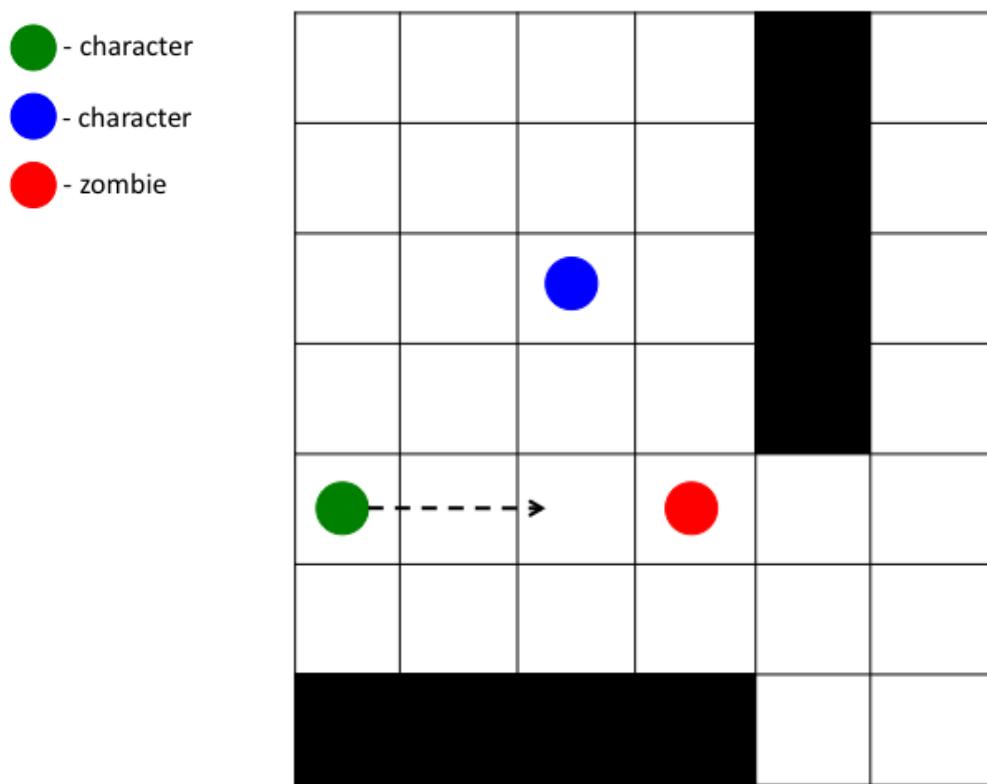
Once a character is infected and turns into a zombie, the controlling player of that character now takes on the roles of the zombie, with the aim of eliminating the other surviving characters. This zombie has unique features in that it takes the entire original main and derivative attributes from the character creation process, as well as all the additional Class, weapon damage. Essentially, the character is "brought back to life" in zombie form.

However, there is one difference, these player controlled zombies are unable to use ranged weapons. As such, if a Soldier turns into a zombie, the damage inflicted will be according to the melee weapon chosen during the character creation phase of the game.

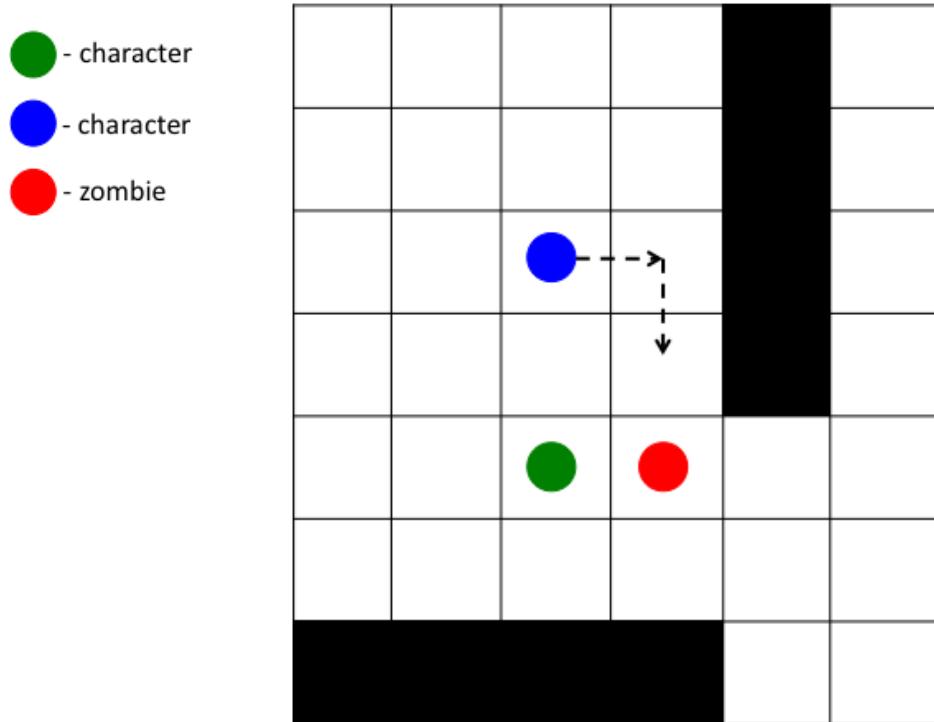
Combat Sequence example

The party who has a higher initiative will always get to attack/move first, followed by the other party

Below is a simple illustration of how a particular combat sequence will play out.



EXAMPLE: The GM decides to spawn zombies in a particular room on the map and the game goes into combat time. The humans and zombies roll for initiative and the humans have won for this round of combat. A character (green) decides to walk and engages a zombie in combat. He will resolve his attack first accordingly.

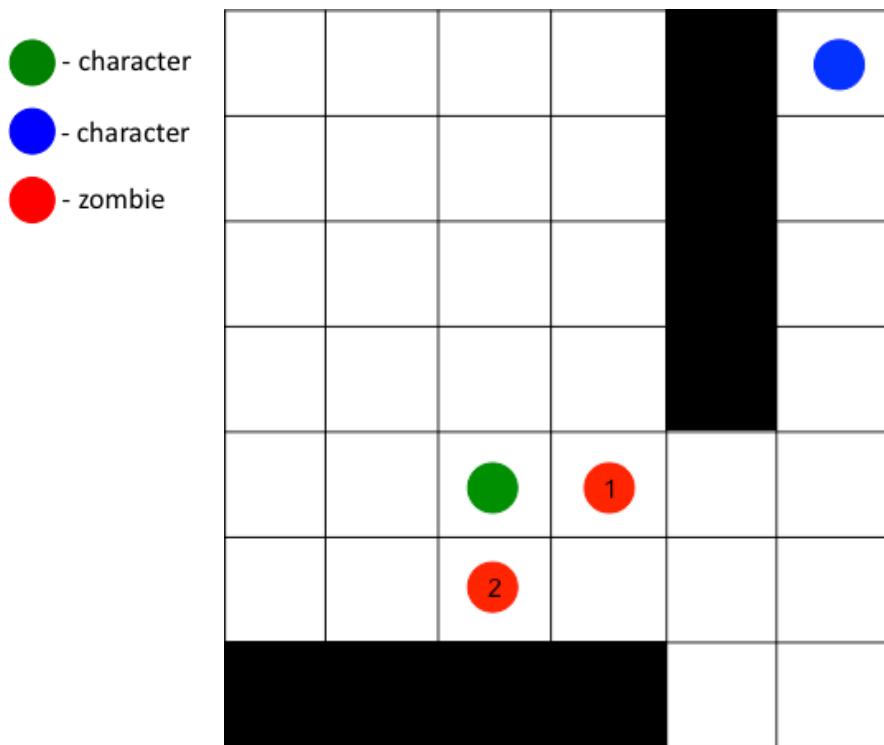


EXAMPLE: Next, another character (blue), notices that his fellow player, green, is in trouble and moves by running to engage the zombie, and proceeds to resolve this combat engagement. Since all humans have taken their turn, the turn now goes to the zombies. The zombie may now choose to attack either green or blue, but not both (zombies are stupid). It attacks blue and misses.

Players then now roll for initiative once again to determine who goes first for this combat round.

Combat sequence example – Morale

There may be times during the game where a character has to battle more zombies due to multiple engagements. Below will illustrate how morale is utilized during such a situation.



EXAMPLE: During the last combat turn, green engaged in combat with zombie 1. Blue used his turn to move closer to help green but is still unable to do anything. Zombie 2 then engages combat with green. A new combat round begins. Player roll for initiative and the humans win this round again. Each human character then takes his turn according to his individual Initiative derivative attribute. In this example, green has a higher Initiative and will start his turn first. Green has a Morale derivative attribute of 3, meaning that he can attack up to 3 zombies per turn. Green is engaged in combat with 2 zombies, well within the boundaries of his Morale. Green thus proceeds to attack both zombie 1 and zombie 2 accordingly while stationery. Turn now goes to Blue and so on.

Ammunition (Soldier only)

This only applies to the Soldier. The SAR-21 has an initial magazine of 10 rounds at the start of the game. Reloading is not needed unless this magazine of 10 rounds is exhausted. The player must keep track of how many shots their Soldier has made. When the weapon is out of ammunition, the Soldier may not fire the weapon unless it is reloaded.

The Soldier may only reload the weapon if he/she possesses an available magazine either through the Soldier's special ability of "Extra Bullets" or by potentially salvaging for bullets during the course of play. A Soldier requires one turn to reload the weapon and during this turn may not move or attack.

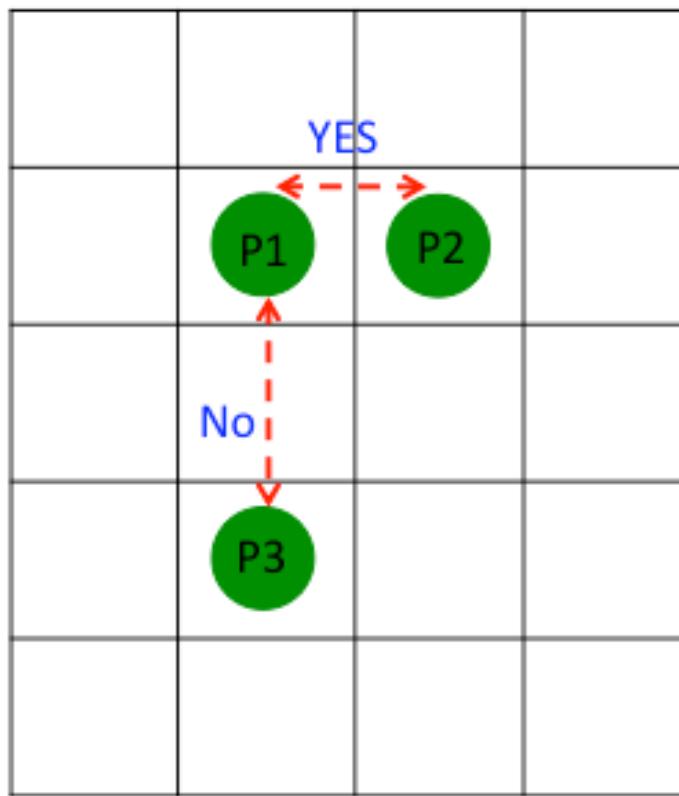
Replenishing Stamina

A character who has his/her Stamina reduced may recover it with the help of the Paramedic's special ability of "Tending to Wounds" or by salvaging for Bandages during the course of play. These Bandages per use, recovers 5 points of Stamina. These Bandages neither help to replenish a character's Stamina who has gone to 0 nor will it replenish additional Stamina above the total Stamina.

Additional Actions

The SZA game also allows characters to engage in other forms of actions during their turn if they do not wish to move or attack. These actions involve Trading and Salvaging.

Trading – Characters may choose to trade with each other useful items during the course of play (e.g. Bandages). A trade may only take place if characters are adjacent to each other, horizontally or vertically on the board as depicted below



Once a character engages in a trade, he/she may not move or attack until the next round.

Salvaging – Salvaging may only be done on certain parts of the map. This may or may not depend on the Smarts attribute of the character depending on the map situation. Sometimes having a higher Smarts attribute might result in a higher successful salvage rate compared to a lower Smarts attribute.

Game Time

- A game day consists of 24 hours, broken up into four, 6-hour blocks.
- Game actions are further broken up into hours/minutes to measure the time out of combat.
- During combat time, time is measured in turns.

Combat Time

- **Combat Engagement – Melee only**
 - The Combat Engagement defines the time in which the characters and the opponents first engage in combat. Once both the characters and the opponents engage, they are locked in battle and cannot move out of combat until either side has been eliminated.
At this stage, the game goes into combat time.
- **Combat is broken into game turns**
 - The game turn defines the cycle in which each character/opponent gets to act during combat. These actions may include using a special ability or attacking, within that game turn. Game turns continue until either side (characters or zombies) is eliminated or until no actions are available to them.
 - Characters take actions according to their Morale while in combat. A higher Morale would mean that a character might take more attack actions if more than one zombie is engaged in battle with him per game turn.
- **Combat options**
 1. Move + Attack (combat engagement)
 2. Attack (depends on Morale attribute and number of zombies locked in battle with)
 3. Use a special ability

Surprise

- Such unique situations arise when the Game Master permits it from happening. This usually happens when the character engages a zombie in combat while running.
- Any party that manages to surprise the target, character or zombie, gets a free attack action.
- Each party will then be instructed to roll a standard SURPRISE CHECK by rolling a 1d20. This is done to check whether the target is indeed taken by surprise.
- The die results are compared with each other and the party with the higher score is the winner.
- If the character manages to catch the zombie off guard, they a free attack before proper combat begins.
- A draw in a dice roll would mean that the SURPRISE CHECK failed.

Non – Combat Time (Other actions)

- Other actions like TRADING and SALVAGING take the place of movement. These usually occur outside of combat, when no zombies are engaged in battle with a character. Characters are free to explore the map without any movement constraints.
- Other types of actions may take the place of movement. This depends of the scenario and objectives of the game. These may include filling up a car with gasoline, opening a locked door or picking up a specific item required to complete an objective in the game scenario.

Free Actions

- Free actions depend on the discretion of the Game Master and may include
 - Communication between players whether in or out of combat
 - Closing doors
 - Activating switches

Scenario

This section describes several predesigned scenarios or situations, which will introduce to players to using the basic rules.

Each scenario is broken up into parts: 1) Objective, 2) Sides, 3) Play Criteria, 4) Winning Criteria 5) Setting – Up and 6)

The Players

Players in the SZA game take on the roles of characters, which are seeking to survive in the post – apocalyptic zombie world of Singapore. They may seek to cooperate with each other to survive as a team by locating safe houses scattered throughout the country with the ultimate aim of escaping the country.

One player must be chosen to be the Game Master to run the whole scenario. This person does not control a SZA character like the other players. Instead, he controls the opponents (the zombies) and reads the scenario to them. . He also spawns the zombies accordingly as indicated by the scenario narratives. This is done mainly to the reader's discretion on the situation.

Scenario 1 – This Place Isn't Safe Anymore

Objective

The leader of your group has been out looking for supplies for over 48 hours and no contact was made with him since then. The remaining survivors in the safe house grow uneasy as food and water are getting scare. There is a safe located on the second level of the bungalow in a locked room. Map documents and directions to a possible alternate safe house are stored inside. Your leader has instructed your group that if the Bungalow was to be over run by zombies, your mission is to break that safe open, grabs the document and proceeds to that alternate safe house.

Sides

One person must be chosen to be the reader/Game Master while everyone else plays as his/her own generated characters. The reader reads the numbered events to the players as they reach them and plays all zombies. Information on the zombies is included as the scenario progresses.

The survivors should have a team of at least four characters, created by the players during character creation. If four characters are not present, some players may have to control more than one character.

Play Criteria

The scenario is written in a series of numbered events. The reader reads the first event to the players and will present them with several choices. All players must agree unanimously on one choice. This choice will direct the reader to another numbered event. At points of time during the scenario, players will engage in combat with the zombies and this has to be played out before proceeding to the next event. Events highlighted in gray should not be read aloud; they are special instruction for the reader only.

The reader controls the movement and attacks of the zombies by rolling dice for them. The reader has the option to decide which NPC zombie will attack but should try to have each NPC zombie to attack a different player character, whenever possible. If not, the NPC zombie should attack the nearest character.

The zombies move accordingly by Initiative roll until a combat starts where an engagement has been made. Once the characters are engaged in combat with a zombie, the zombie will always make their move/attacks in between character turns

Winning Criteria

The players win if they are able to successfully obtain the documents stored in the safe, and fend off any zombies currently engaged in combat with them.

Setting Up

Each player should pick a counter which best suits their character. The reader should pick 15 zombie counters. Player characters chose a desired grid location inside the Planning Room.

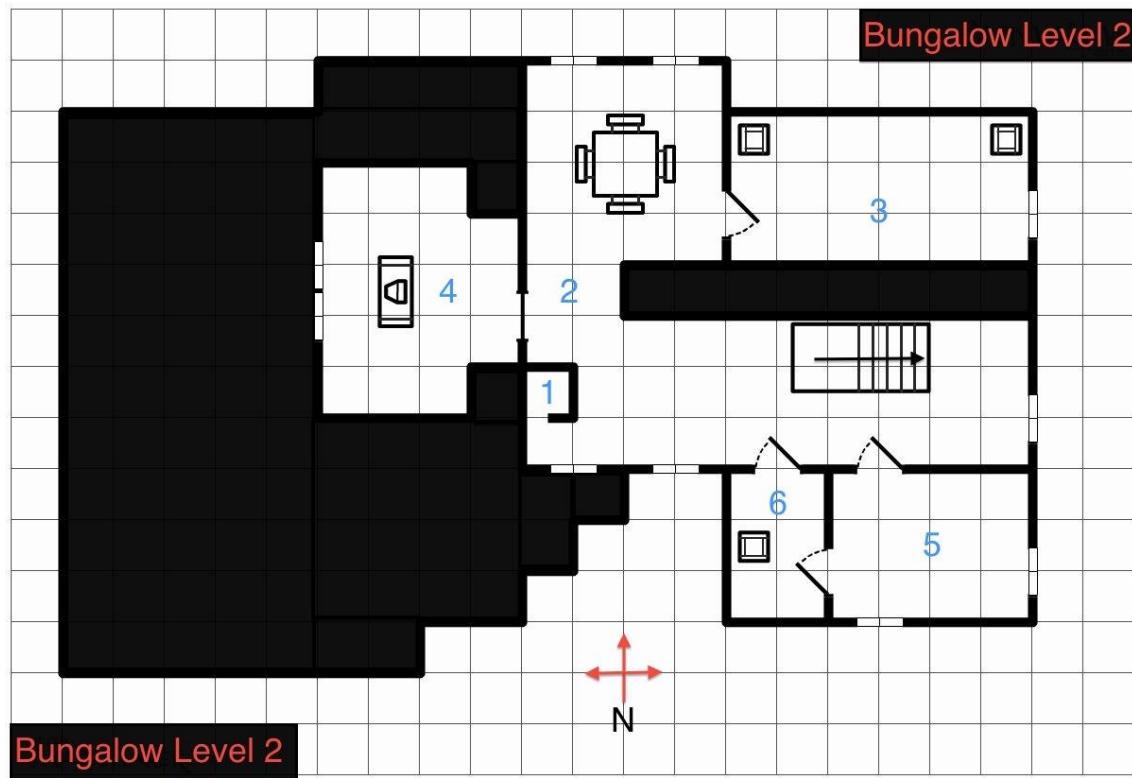
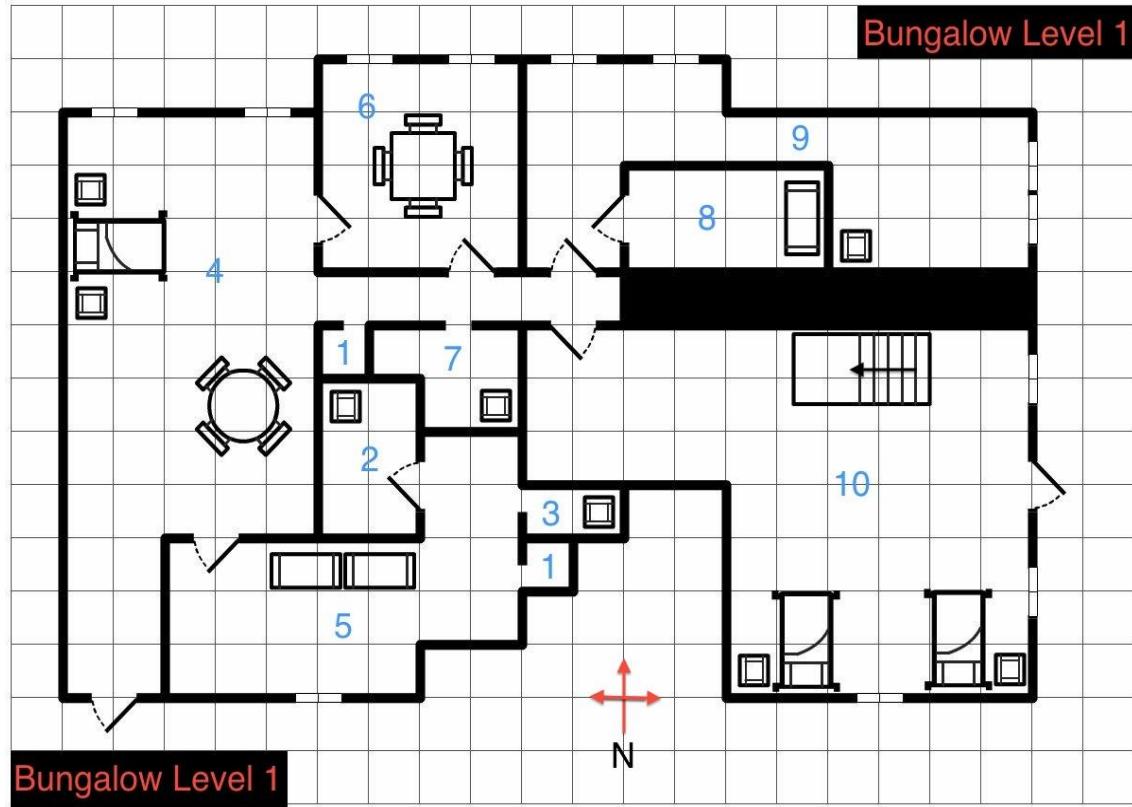
Play can now commence.

Reward

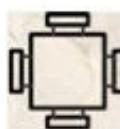
When the scenario is over, each player will be rewarded with items in the safe. The characters may use these items to heal themselves before the start of the next scenario and choose to use them later in the game. Each character is rewarded the following items

- 3 Bandages
- a bottle of mineral water (Can be used 3 times: Replenishes 10 points of health per use)

Map



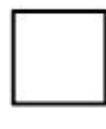
Map Keys



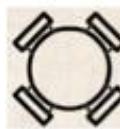
- Table
(Square)



- Door
(Opened)



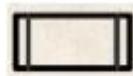
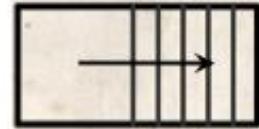
- 1m X 1m
square area



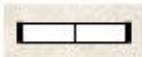
- Table
(Circular)



-Door
(Locked)



- Counter Top
(Salvageable)



- Window



- Bed



-Safe
(Salvageable)



- Cabinet
(Salvageable)

Map Descriptions

Bungalow Level 1

All windows are breakable. Characters must roll a Break Check by rolling a 1d10 and must obtain a 5, (including the Bonus modifier) and above to successfully break a window

1. Pipe Rooms: Used for hiding. No zombie may attack a character that is hiding inside this room.
2. Store Room: The light in this room is not working and it is extremely dark. A cabinet sits at the corner of the room.
3. Circuit Breaker Room: There is a fuse box mounted on the wall. Maybe someone can fix this?
4. Dining cum sleeping area: Tables provide a + 3 to Accuracy while a character or zombie is stationery and positioned on it.
5. Kitchen: Counter tops provide a +3 to Accuracy while a character or zombie is stationery and positioned on it.
6. Planning Room: Tables provide a + 3 to Accuracy while a character or zombie is stationery and positioned on it.
7. Toilet: A strong smell fills the room.
8. Walk-In Wardrobe: Filled with clothes. Good cover against zombies. -3 to zombies' Accuracy.
9. Unoccupied Room: This room has been hardly touched.
10. Bedroom: A staircase leads to level 2

Bungalow Level 2

All windows are breakable. Characters must roll a Break Check by rolling a 1d10 and must obtain a 5, (including the Bonus modifier) and above to successfully break a window.

1. Pipe Room: Used for hiding. No zombie may attack a character that is hiding inside this room.
2. Level 2 Corridors: Dark, really dark. Tables provide a + 3 to Accuracy while a character or zombie is stationery and positioned on it.
3. Makeshift operation Room: The room is filled with half-used bandages. Maybe the cabinets hold useful items?
4. Panic Room: Locked. A locked safe sits in the middle of the room. It must hold something important.
5. Empty Room with false ceiling: Creepy looking room. Something shiny can be seen within the ceiling.
6. Level 2 Store Room: This room smells bad. Really bad. Alertness of character is hampered. -5 to character's Smarts attribute. There is a locked cabinet inside too. It might hold something useful.

Scenario 2: Safe house

Objective

You have safely escaped from the zombie-infested bungalow and must now find your way to the safe house as indicated on the map.

Winning Criteria

Successfully make your way into the safe house and meet with the people held up in there.

Setting up

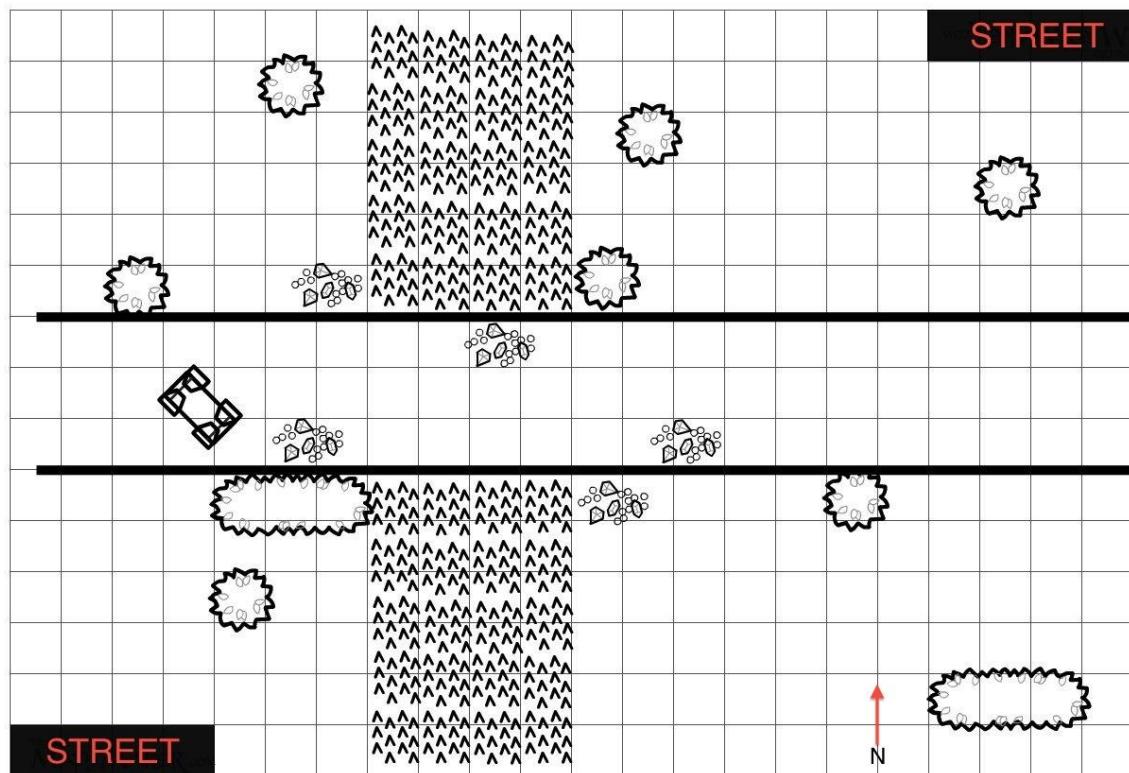
Each player should pick a counter which best suits their character. The reader should pick 5 zombie counters. Player characters chose a desired grid location n the street map.

Play can now commence.

Reward

When the scenario is over, the players now have a safe location to rest and recuperate whenever needed, as well as the stats and data of the various NPCs in the safe house. These NPCs are intractable and provide players with valuable information and items for players to utilize while fulfilling given quests by certain NPCs in the safe house.

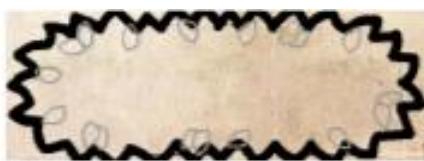
Map



Map Keys



- Debris



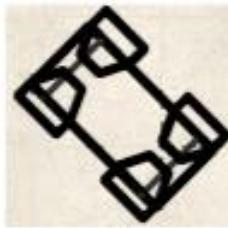
- Large Bush



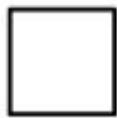
- Grass Patch



- Bush



- Vehicle (Car)



- 1m X 1m
square area

Map Descriptions

Street

The street is filled with debris. Characters start from the right side of the map in the middle of the road. Bushes may be utilized as hiding spots from the zombies. The zombies will not spot characters if they hide in them. All zombies have to be eliminated before the vehicle may be approached.

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 Boo 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 Boo

Role: Safe house guard (Job Companion)

Background: Ah Boo, 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: A 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 on 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.

Glossary

TERM	EXPLANATION
<i>Accuracy (ACC)</i>	A main attribute, which measures the hit rate of a character or zombie
<i>Accuracy Modifier</i>	A number that is subtracted from a character's total Accuracy score when a character attacks by running, walking or when stationary.
<i>Action</i>	Usually consist of either moving, attacking, trading or salvaging. Happens during a game turn or during a situation.
<i>Ammunition</i>	A measurement of bullet count of a soldier's SAR-21.
<i>Attribute score</i>	Measure of a character's physical or mental abilities. Characters in the SINGAPORE ZOMBIE APOCALYPSE game have 4 main attributes: Stamina, Strength, Accuracy and Smarts and 4 derivative attributes: Initiative and Morale. Main attributes have a score between 1 and 100, while derivative attributes have a score between 1 and 10
<i>Attribute Scoring Table</i>	A table measuring utilized to determine your character's main attributes
<i>Bonus</i>	A modifier, which affects the die outcomes of certain scenario situations. Outcome is dependent on the Smarts attribute.
<i>Bonus Attack Value Table</i>	A table utilized to determine the additional damage dealt by a character according to the character's Strength attribute
<i>Chance to hit</i>	A percentile dice roll, which determines whether a character or zombie hits the target he is targeting at. A character or zombie's percentage chance to hit a target is dependent on his Accuracy attribute modified by

	either the Accuracy Modifier caused by movement or Range Accuracy Modifier.
<i>Character</i>	A character in the SINAGAPORE ZOMBIE APOCALYPSE game that is controlled by a player.
<i>Character Sheet</i>	A sheet of paper used to record the data of your character
<i>Class Modifier</i>	A number, which alters certain main attributes of a character depending on the type of class a player chooses for his character.
<i>Class Specific ability</i>	A unique ability possessed by each class of characters. Comes in 2 choices, only one may be picked for play.
<i>Combat round</i>	One round consists of all characters and zombies taking their turns once.
<i>d4</i>	Abbreviation for a 4-sided die. When preceded by a number, it tells the player how many 4-sided dice is to be rolled for a specific result. EXAMPLE: 2d4 is two 4-sided dice
<i>d6</i>	Abbreviation for a 6-sided die.
<i>d8</i>	Abbreviation for a 6-sided die.
<i>d10</i>	Abbreviation for a 10-sided die.
<i>d20</i>	Abbreviation for a 20-sided die.
<i>d100</i>	Abbreviation for percentile dice.
<i>Damage</i>	Indication of the effect a weapon has on both the characters and zombies. Whenever a weapon hit a target, damage is caused. This is then subtracted from either a character or zombie's Stamina.
<i>Derivative attribute</i>	An attribute derived from a main attribute score. 2 kinds name Initiative and Morale.
<i>Engagement</i>	The act of initiating battle.
<i>Firefighter</i>	One of the 5 playable classes. A tank specialist.
<i>Game Turn</i>	The basic measurement of time during combat. Each

	turn consists of rough three to six seconds long. Playing a turn may take more than that amount of time, but in turn it represents that amount of time to the characters.
<i>Infection</i>	The state of a player when his Stamina reaches 0.
<i>Infection Table</i>	A table utilized to check how long a character remains human before turning into a zombie according to the Stamina attribute
<i>Initiative</i>	A term used to establish which side, either the players or the reader gets to move and attack first. A character on each side with the highest Initiative derivative attribute rolls a 1d10 and adds his IN to the roll. The side with the highest total initiative goes first for that particular combat round, getting to attack and move first.
<i>Initiative (IN)</i>	A derivative attribute, which measures the order of play during combat among the individual characters. This is one-tenth the main attribute, Accuracy.
<i>Main attribute</i>	The physical and mental abilities of the character. 4 kinds namely, Strength, Stamina, Accuracy and Smarts.
<i>Map</i>	The visual aid for playing the scenario.
<i>Map Keys</i>	Visual aids to inform the players what each object is on the map.
<i>Map Description</i>	A short write up on the environment and what additional factors which may affect the scenario situations.
<i>Morale (MR)</i>	A derivative attribute, which measures the number of zombies a character engaged in battle may attack during a turn. This is one-tenth the main attribute, Smarts.
<i>Movement</i>	The act of moving.
<i>Objective</i>	The aim of a scenario.
<i>Paramedic</i>	One of the 5 playable classes. A healing specialist.

<i>Pre - generated Character</i>	A character generated by the designer and not by the player.
<i>Play Criteria</i>	Steps to follow while playing the given predesigned scenario.
<i>Politician</i>	One of the 5 playable classes. A leadership specialist.
<i>Prison Convict</i>	One of the 5 playable classes. A stealth specialist.
<i>Reader/Game Master</i>	A person who reads out the pre-designed scenario to the players as they play, rather than running a character himself. He controls the zombies in the game.
<i>Reward</i>	Benefits received at the end of a scenario.
<i>Running</i>	A type of movement/Accuracy modifier, which decreases Accuracy.
<i>Salvaging</i>	The act of looking for potentially useful items as established in the scenario.
<i>Scenario</i>	A predesigned short story for play.
<i>Setting Up</i>	Preparation for the scenario to be played.
<i>Sides</i>	Usually only two. The characters and the zombies
<i>Situations</i>	A state of decision during a scenario.
<i>Smart (SMRT)</i>	A main attribute, which measures the character's ability to comprehend situations. A higher Smarts score results in an added Bonus.
<i>Soldier</i>	One of the 5 playable classes. A damage specialist.
<i>Stamina (STA)</i>	A main attribute, which measures the health of a character or zombie.
<i>Stationery</i>	A character state, usually happens when a character is engaged in combat. Also a type of Accuracy modifier, which increases Accuracy.
<i>Strength (STR)</i>	A main attribute, which measures the bonus attack value of a character.
<i>Surprise</i>	A unique situation arisen by permission of the

	reader/Game Master.
<i>Trading</i>	The act of swapping items between characters.
<i>Walking</i>	A type of movement/Accuracy modifier which, decreases Accuracy
<i>Weapon</i>	A tool to cause damage to a zombie.
<i>Weapons Table (Melee & Ranged)</i>	A table utilized to check each weapon's modifier for Accuracy and Damage
<i>Winning Criteria</i>	Steps to achieve the objective of the scenario
<i>Zombies</i>	The enemies of the characters

Change log

- Added a damage modifier bonus to the engagement check of running / walking so as to incentive players from utilizing such movements while attacking the zombies.
- Added an extra scenario to introduce NOCs into the game, continuing from the introductory scenario, with a new map and legends as well as the reward for completing the second scenario.