

WELCOME TO SURVIVORS OF THE ZOMBIE APOCALYPSE

Survivors - The Zombie Apocalypse is a tabletop miniatures game designed to give players a fun and engaging game of survival in a post-apocalyptic world filled with zombies. While a Referee or Game Master (GM) is not a requirement, as the number of players increases, so does the length of time needed to play a game. Having someone knowledgeable and excited to run a game for others can greatly increase the fun and speed of a game of *Survivors - Zombie Apocalypse*.

Generally speaking, most games will be between a player who has chosen *Survivors* and a player who has chosen *Zombies* for their Group (or Horde). You may elect for each player to play a *Survivors* Group and have the *Zombies* act at random. (See **Random Zombie Hordes** on **page TBD** for information about how to create and run the horde.) Groups may create Pacts between each other for mutual survival or they may be required to honor a Pact as part of a scenario. Whether you decide to keep the Pact or not is up to each Group, unless a Pact is declared as part of a Scenario, then the scenario will outline the conditions of survival (or victory) as well as under what circumstances, if any, that the Pact may be broken.

Look for Scenarios and eventually Campaigns to be released that will offer new and totally random outcomes for your gaming experience. The only question now is; will You... *Survive the Zombie Apocalypse*?

The RAGE System

The *Survivors - Zombie Apocalypse* game is built upon the *Reaper Adventure Game Engine*, or R.A.G.E. System for short, and provides the mechanics that allow you to move where you want and choose how close you really get to the danger. Players of the game field Groups or Hordes made up of small metal or plastic figures that are primed, painted, and ready for play on a tabletop surface known as the **Contact Zone**. The *Reaper Adventure Game Engine*, or RAGE System, is a single master system of game mechanics and rules used to play miniature-based tabletop wargames. RAGE is considered a master system because players can simply learn one basic set of game mechanics and rules, yet play many games in many different world settings.

Materials Needed

- Ten-sided dice (d10)
- Eight-sided dice (d8) for marking and tracking
- Various Chronoscope or similar Miniatures (models)
- Measuring devices (flexible tape measures are best)
- A deck of standard playing cards (or SZA Game cards)
- Game Tokens, beads, or other small items as tokens

Bases

When playing miniatures-based games, having a common set of bases typically increases the speed and ease of play. Standardized base sizes assist players when measuring range, calculating movement, and conducting Close Combat. However, they are not required for game play. Square and rectangular bases are specified in these rules, however you may elect to replace those bases with hex bases using the same "side measurement" to determine the base/model size. All miniature models for *Survivors - Zombie Apocalypse* are packaged with appropriate bases where applicable.

Base Sizes

- Size 1: Standard = 1" square (25mm)
- Size 2: Mounted = 1" by 2" rectangle (25mm by 50mm)
- Size 2: Large = 1.5" square (40mm)
- Size 3: Giant = 2" square (50mm)

While most models will be on standard bases, the above base sizes are incorporated into the game for terrain and LOS purposes, explained later in those sections of the rules.

Tokens and Markers

Survivors - Zombie Apocalypse uses Tokens to mark several important events or pieces of information that occur during play. One such piece of information is when a Model is "killed." Typically, the model is removed and replaced with your choice of a casualty marker, since it creates a very cool visual effect, or a token based on your personal preference as tokens leave less clutter on the field. Optionally, you may elect to use generic tokens such as glass beads from another game, and still yet some players prefer to lay the "destroyed" or "dead" Model over on its side or back to represent the fallen body. Any or all of these are acceptable if agreed upon by all players.

Measuring in Metric, Squares, and Hexes

RAGE measurements are listed in inches. However, if you choose to use a metric measurement device or a hex map, conversion is simply a matter of substituting centimeters, squares or hexes for inches. While the conversion may not be precise, it is more than sufficient for game play purposes.

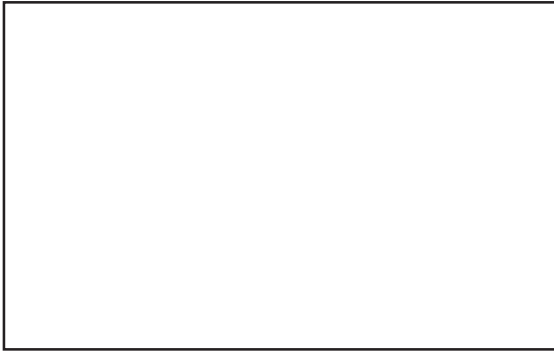
Model Scale

A 1/48 or 25mm Heroic scale is used for models, buildings, and the ground scale of the battlefield. Typically models marketed as 28mm scale will also be compatible.

General Rules

Base-to-Base Contact

Some of the rules in this book are dependent on models being, or not being, in Base-to-Base Contact (B2B) with each other. B2B indicates that any parts of two models' bases are touching each other. Some Models have physical features that prevent the bases from actually touching. When this occurs, move your model as close as possible and declare to your opponent that the models are now in B2B contact. *You may also elect to use a special marker to indicate this if you have more than a couple of models where B2B contact is not physically possible.* Opposing models in B2B do not have to fight simply because they are in B2B contact.



Two models in Base-to-Base Contact

Base-to-Base Contact at different elevations

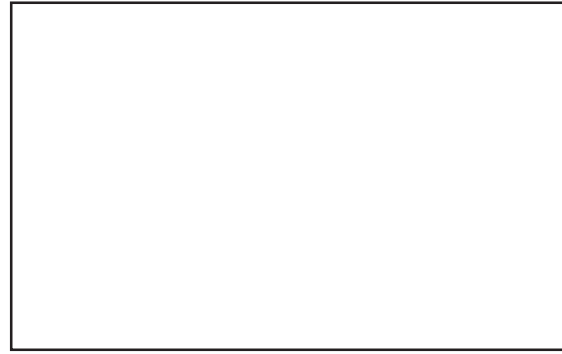
Models can be in B2B even if they are on different elevation levels (typically when one model is at the edge of a Size 1 cliff). Obviously, in these situations the models' bases cannot physically touch each other. When a model is on raised or elevated terrain and is within 1/2" of the edge, simply move the opposing model into contact with the edge of the terrain piece to indicate that the models are in B2B. If the elevation increase is greater than the Base Size of the lower model, then no B2B contact can be established.



Two models in Base-to-Base Contact

Example:

A zombie model is within 1/2" of the edge of a Size 1 hill elevation. Any model may move into B2B with this model by moving to the base of the elevation step nearest the enemy model.



Two models in Base-to-Base Contact

Example:

A zombie model is within 1/2" of the edge of a Size 2 wall elevation. A model standing on a Size 2 model (such as a truck) next to the wall may move into B2B with this model by moving to the edge of the truck next to the wall nearest the zombie model. Otherwise Standard sized models could only use ranged weapons to attack the zombie model, as the zombie model would be too high, making B2B contact impossible.

Bonus Stacking

Unless otherwise stated, all bonuses stack. This can result in a model achieving a +3 or more on a single attack from a series of individual +1 bonuses.

Damage Tracks

Every model in the game has one or more Damage Tracks (DT on the data card), which represent how much damage the model can sustain before it is destroyed or killed. Damage Tracks also provide the current effectiveness of the model's abilities. A model's current DT is always equal to how many points of damage the model currently has. A model starts the game undamaged, and at DT 0. When it receives damage, its new data card stats correspond to its damaged condition, and its effectiveness usually decreases. When performing any Action, use the value listed on the model's current DT column. When the model receives more damage than it has DTs, the model is destroyed and removed from the game. A d8 placed on or next to the model's data card can be used to track the damage for most models in the game, you may use a die with more sides if necessary, but Survivors.

Example:

John has a model with 3 Damage Tracks (0 through 2). In a single Activation, the model takes 2 points of damage. During John's following Action Phase, he wants to move and shoot with this model. He would use the values listed for moving and shooting under DT 2, since his model now has 2 points of damage. When John's model takes 1 more point of damage (assuming it is not healed first), it is destroyed and removed from play.

Friendly Models vs. Enemy Models

Models will frequently be referred to as either friendly models or enemy models. Friendly models are all models in your Group or a Group that you have a Survivor Pact with. Enemy models are basically all other models on the game table, though you may try to recruit models not already in your Group or a Pacted Group under certain circumstances. Models may not attack friendly models.

Model Facing

The flat base side closest to the front of the Model is considered to be the Model's Front Facing. For a Model without a base, nothing fancy, the Front of the Model is whatever would be commonly accepted to be the Front of the Model.

Model States

Peril is found around every corner and under every rock. Throughout the game, models will be subject to various disabling effects. A model can only be affected by any individual Model State once at any given time (i.e., Model States of the same name do not stack to create a greater effect). It is recommended that models be marked in some way (e.g., with a token) to indicate the current Model State(s). See Appendix A on page XX for a complete description of every Model State.

Rolling the Dice

All dice should be rolled where all players can see the results, especially the opponent you are rolling against, dice towers work well for this purpose. Just remember to avoid rolling dice where the results are hidden behind terrain or out of sight of other players.

Give Data Card Information

When your opponent asks you for a piece of information that is printed on one of your Data Cards (such as a Defense Value) give a truthful answer so that they can decide how to conduct their actions.

Declare, then Measure

Tape measures (or hexes) are used during play to measure distances. If you have elected to use inches, do not measure until after your model's Actions have been declared aloud. If, after you declare your Action, you discover that you do not have enough range, movement, or distance to complete your declared Action, make the best of it, you cannot change your declared Action.

If a Model lacks a base, conduct all measurements from the center of the Model (when looking down at it from above). If attempting Close Combat with or against a Model without a base, "base contact" is determined by bringing any point of the Model without a base into contact with any flat side of the base belonging to the target Model. All measurements are conducted from center of base to center of base when not in B2B contact.

Roll a Die to Settle Disagreements

Sometimes during the course of play, disagreements may arise. The disagreement may be about any number of things, such as how a rule should be applied, or whether a model with a ranged attack can see a target model. In these instances, the best course of action is for each player to roll a die. Whoever rolls the highest number may settle the disagreement with their interpretation. This will allow the game to continue in a timely manner. After the game, it may be a good idea to discuss the situation in greater detail to determine if a better ruling might be appropriate for future games. Referees (GMs) may choose to resolve rule disputes in any manner they deem appropriate.

Rolling Dice and Resolving Actions

The RAGE system uses ten-sided dice (d10) to add a random element to the game. Often, you will be called upon to roll dice to determine the results of the actions that your models take during each game. (Note: Most ten-sided dice have a "0" on one face, rather than a "10". The "0" should be read as a "10" in all cases.)

There are two different types of rolls that will be necessary for you to make as you play the game:

- 10 or Better Roll (10+ Roll)
- Target Value or Better Roll (TV+ Roll)

10 or Better Roll (10+ Roll)

A 10 or Better Roll (10+ Roll) requires players to roll a d10 and (usually) add an appropriate stat from the model's data card. If this 10+ Roll is greater than or equal to 10, the Action is successful.

Discipline Checks

The most common type of 10+ Roll is the Discipline Check. The Discipline Check is resolved by rolling a d10 and adding the model's DIS (see page XX). A final number greater than or equal to 10 results in success, and less than 10 results in failure. The consequences of this success or failure will vary depending on the situation. If more than one of these Actions or conditions occur at the same time, perform separate Discipline Checks for each instance.

Target Value or Better Roll (TV+ Roll)

A Target Value or Better Roll (TV+ Roll) occurs when an Action directly affects another model, either an enemy model or a friendly model caught in the wrong place at the wrong time. TV+ Rolls require a player to roll a d10, add an applicable stat from their own model's data card, and compare the result to a Target Value. The Target Value is normally a stat from the target model's data card. If the total result of the roll and all applicable modifiers is equal to or greater than the Target Value, then the Action succeeds. If not, then the Action fails. The consequences of this success or failure will vary depending on the Action just rolled for.

AUTO 10

The Auto 10 rule represents the idea that there is always a chance to succeed, even if it is unlikely. If a player rolls a natural 10 on any roll (the d10 has the 10 side facing up), the Action is considered to be a success regardless of the target value. Rolling a 1 does not indicate an automatic failure.

Players may optionally elect to discard the Auto 10 rule if all participants are in agreement.

Terrain

Encounters in the Wasteland rarely occur in wide, empty fields. More often than not, the area will be covered in buildings, trees, hills, rivers, and more. The terrain on the table can make a significant difference in your overall strategy, and it will have an effect on your models' abilities to see their enemies and to move around the encounter area.

Terrain: What is it?

Terrain is a term used to describe landmarks that compose the area of your tabletop encounter. Before an encounter starts, both players should agree on what each piece of terrain represents and what its Terrain Size is, where this is unclear.

Terrain Types

Imagine what you might encounter if you walked from the north side of your hometown to the south side. Roads, walls, buildings, hills, rivers, and fields are some of the types of terrain you might encounter. Similarly, as a model moves across an encounter area, certain types of terrain may modify a model's movement while the model negotiates that terrain. For more detail, see the Move, Charge, and Run Actions on page XX.

Terrain Type	Movement Modifier
Open Terrain, Light Woods, Scrub, Fields	Normal Movement
Rough Terrain, Heavy Woods, Ditches, Dry Moats, Marsh, Bog	Half Movement
River Crossing	Quarter Movement
Obstacle of the same size or smaller than the model	-1 MOV (see below)
Elevation Level Increase	-1 MOV (see below)
Elevation Level Decrease	-0 MOV
Roads and Trails	+2 MOV (see below)

Woods

Woods deserve a special mention, in that they work slightly different from other forms of terrain. If an arrow was traveling through a thicket or forest, it would likely encounter a tree or branch, or be sufficiently deflected by leaves that it would not reach its target. Likewise, vision is obscured by dense foliage. Woods normally just provide cover for models inside them (see pg XX). However, woods can block Line of Sight (LOS, see next section), depending on how many inches of woods fall within the LOS corridor.

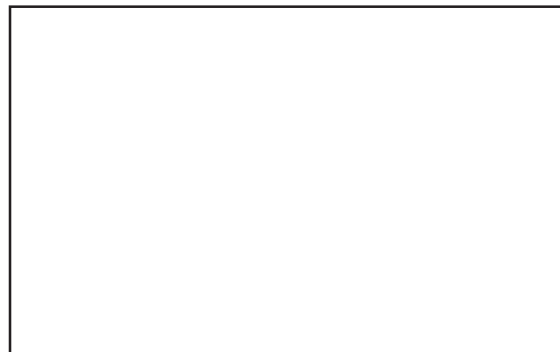
- 4+ inches of intervening light woods block LOS
- 2+ inches of intervening dense woods block LOS

Obstacles

Another type of terrain that deserves special mention are obstacles. An obstacle is a piece of terrain that is too narrow or too small for a model to actually stand on top of or inside of, such as things like narrow walls or small boulders. A model may traverse an obstacle of its own Size or smaller simply by spending 1" of movement to hop over it. For any obstacle of larger Size than the model, treat it as Impassable Terrain.

Other Models

Certain models, such as wheeled or tracked vehicles may also be used to increase the elevation of a model to either get away from B2B attacks or to actually engage in a B2B attack. Vehicles or obstacles that are considered "unstable" such as a motorcycle or bicycle may not be used as elevation platforms. Certain terrain pieces such as barrels, dumpsters or stacked crates may also provide an elevation platform for B2B attack or escape if the model passes a stability roll and standing on the terrain would likely be possible in the real world.



This Survivor is standing on a Size 2 truck, parked next to a Size 2 wall, the Zombie is standing within 1/2" of the edge on the Size 2 wall, both models may engage in B2B contact.

Increase Elevation Level

Hills and other elevation increases are handled slightly different when it comes to Terrain Size. Any kind of elevated terrain should be divided into discrete levels. Each level of elevation is equivalent to one point of Terrain Size. There is, of course, no requirement for any piece of terrain to have multiple levels. It's fine to have a low rise that is only one level, or to have a plateau that towers several elevation levels above the table. As a general rule, each inch of height should equal one level of elevation.



Roads and Trails

Models are able to move faster on roads and trails due to the improved surface. For every inch a model spends of its Move, Charge, or Run Action on a **road**, the model expends only 1/2 of the movement cost while on the road terrain. Movement on **trails** expends 3/4 of the movement cost while on the trail. So a model that has a base movement of 8" and moves 4" on a road with no other terrain penalties can move an additional 6" when the model leaves the road surface. If the model were on a trail for that same 4" of travel, it can move an additional 5" when the model leaves the trail.

Terrain Sizes

The other important element of terrain is how big it is. There is an obvious difference between a 3-foot-high stone wall surrounding a field, and the 20-foot-high walls of a stone, brick or concrete building!

The Terrain Sizes listed below are a general guideline. It would be impossible however, to list every type of terrain that could appear on a tabletop contact zone. After terrain is placed, players need to review and agree on what Terrain Size is assigned to each terrain piece on the battlefield when they are not included in the Terrain Sizes table that follows.

Terrain Sizes	
Size	Description
0	Very low walls (1/2" high), light scrub, small hedges, and some rough terrain
1	Medium height walls (1" high), Base Size 1 models, defensive field works, and less than 2" depth of light woods
2	High wooden walls (2" high), Base Size 2 models, and less than 1" depth of heavy woods
3	Buildings (3"+ high), high fortress or retainer walls (3"+ high), and Base Size 3 models

Impassable Terrain

Sometimes terrain is so difficult to move through it is considered completely impassible. A few examples would be a raging river, a towering obelisk, or a deep pit. These terrain features should still be assigned a Terrain Size for purposes of LOS, but with a few exceptions based on special rules; models may never move through, onto, or into them.

Line of Sight (LOS)

Line of Sight (LOS) means that one model can see another model either without obstructions or because of special abilities or equipment. LOS is needed for all ranged attacks unless otherwise noted by the weapon or a Special Ability (SA).

Before you can determine LOS between two models, you need to first determine three things:

1. The size of the attacking model
2. The size of the defending model
3. The size of any intervening models or terrain

The size of a model is equal to the model's Base Size (see Base Sizes in the Introduction), modified by elevation (see Elevated Models below).

To determine if there is LOS, simply draw an imaginary line, 1/2" wide, from the attacking model to the defending model. This is called the LOS corridor. The entire 1/2" width of the LOS corridor must be touching the bases of the attacking and defending models.

If there is an intervening terrain piece or model anywhere in the LOS corridor, and that terrain or model is the same Size or larger than the largest of the attacking or defending models, then LOS is blocked.

There is one exception, however: If the attacking model is standing behind, and in contact with, a wall the same Size as the attacking model, LOS is not blocked by that terrain piece during the attacking model's Activation (i.e., the attacker is hiding behind the wall while shooting).



Because the wall is partially in the 1/2" LOS corridor, LOS is blocked.

Elevated Models

A model's Base Size value can be modified up or down by terrain elevation to determine if it blocks LOS.

- Each terrain elevation level increase adds 1 to a model's Base Size value.
- Each terrain elevation level decrease subtracts 1 from a model's Base Size value.
- As with all terrain, players need to agree on which pieces of terrain qualify as a full increase or decrease in terrain elevation prior to play.

Note: This same concept applies to terrain sizes also. A Size 1 wall on top of a Size 1 hill should act as a Size 2 obstruction.