

ZOMBIE DICE SURVIVAL

A new game for your **Zombie Dice** written by
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Setting the Game

When possible, set the game in the space you and your players are in right now. Having practical gadgets and things for the players to interact with - a major plus!

Introduce the zombie apocalypse: has it been going on for some time, or is it just starting as you sit down to eat your dinner? Use as many visual and auditory aids as you can prepare (simple banging on a door is very effective) and get to know the area you're in and that's around you as best as you can.

You do not need to leave the room everyone's in right now physically! But knowing what they might find in a cupboard somewhere close by if they were to look there will be of great help.

Add the **number of players - 1** special items from the list below for the players to find along the

way. Repeat this for each area they explore as needed:

1. shotgun (3 cartridges)
2. 10 shotgun cartridges or 6 bullets
3. handgun (6 bullets)
4. fireman's ax
5. crowbar
6. katana

Replace these items for something that is more appropriate to your setting.

Alternative rule: Let the player who says they're searching the area roll a **1d6**, and determine what they find that way.

Combat Rules

The GM determines the difficulty of the encounter. Roll **2d6** and choose the result, or choose one of the following based on the logic of the narrative:

- 10+** Bad omens of the coming attack.
- 7-9** Zombies close one escape route.
- 6-** Zombies all around, start fighting!

Using the zombie dice

Everyone at the table can choose from the collective pool of dice. A player can use only one red die and only if they are handling a special item to fight a zombie.

Every PC in danger has to roll at least one die. Yellow and green dice are more likely to get you bit (brain) or avoid damage (footprints).

A PC turns into a zombie when they get bit 3 times. Make the game more or less difficult by changing the number of bites they can take.

If a PC uses ammo to fight zombies, they delete 1 ammo for every blast on the dice they roll. More dice you roll, more ammo might get used up.

Dice leave the dice pool every time a player gets bit (rolls brains). The dice pool gets refilled one of two ways: by rolling **1d6** below, or when the GM **rolls 10+** for the encounter difficulty in a new area (2 yellow, or 1 red dice per survivor).

Additional Special Rolls:

1. (Religious) item that rebuffs zombies.
2. A book that explains the zombie apocalypse.
3. Appropriate escape vehicle.
4. Get four yellow dice back in the dice pool.
5. Get five red dice back in the dice pool.
6. Deus ex machina.

Using the special rolls list: When one of the PCs dies, roll a **1d6** and introduce the special item to the survivors according to the narrative.