

ZOMBIES BY GASLIGHT



Zombies have been in vogue for some time. Here are suggestions on how to play zombie games with GASLIGHT with just a few modifications. The basis for these rules is [TBCBG](#).

Zombies are difficult to kill, requiring an attacker to sever the head from the body to kill them. They generally move slowly, cannot use weapons, and aren't much good in hand to hand. They overcome their human prey through overwhelming numbers. Zombies can be stunned relatively easily, but they are more difficult to kill.

Zombies come in three varieties: fast zombies that are aggressive ("runners"), slow ones ("creepers"), and bloated ones ("bloaters"), ready to explode. The difference between the first two is that the aggressive ones are better in melee and are harder to stun and kill. The bloated ones release a cloud of infectious "spores" when they are hit. This explosion of spores acts like a grenade, but everyone who fails a *Save* must pass a second *Save* or become infected. See *Becoming Infected* below.

Though zombies are *Extras*, in [TBCBG](#) Extras get saves, but no hit points. Normally when a figure passes a *Save*, there is no effect from the attack. For zombies, if they pass a *Save*, they are stunned instead of killed. Lay the stunned zombie figure face up on the table. During the zombie's next activation, its only action is to stand up. It cannot attack anyone on the turn it stands up. On the following turn, the zombie can perform actions normally.

Use the **Zombie Attributes** table to determine the attributes of zombies in the game. There are many different visions of how easy or hard to kill zombies should be. The *Save* numbers in the **Zombie Attributes** table will make it difficult to kill zombies, but many will be stunned. If your club wants them to be easier to be kill simply adjust the *Save* numbers until you get the feel that is right for you.

Zombie Attributes				
Zombie	Speed	Scuffle	Shoot	Save
Creepers	3" + 1d6	6	0	16
Runners	2d6"	8	0	17
Bloaters	1d6"	6	0	13

Alternative 1:

Zombies do not have *Save* numbers. When *Main Characters* fire at zombies, if they roll less than half their *Shoot* number, the zombie is killed. If they roll less than their *Shoot* number, but not less than half their *Shoot* number, the zombie is stunned.

Normally players do not roll against their *Shoot* number when firing shotguns or resolving high explosive hits. There are two ways to handle this when using this alternative method. The first way is to roll a *Shoot* roll for each affected zombie as indicated in the previous paragraph. The second way is to establish a *Shoot* number that zombies use when hit by these "no *Shoot*" weapons, such as 11.

Alternative 2:

Use **G.A.S.L.I.G.H.T.** as the basis of the game, rather than **TBCBG**. In basic **G.A.S.L.I.G.H.T.** extras do not get *Saves*. A hit on a zombie is a kill. This method should result in zombies dying in droves, but there is no stun result.

Zombie Actions:

Zombies are generally run as non-player characters. Zombie behavior is determined by using the following rules, in order:

1. Zombies move toward the nearest, living human within 12 inches of the zombie figure.
2. Zombies move toward the nearest, non-human, noise-producing thing (e.g., a refrigerator, car engine, gunfire, or grenade blast) within 24" of the zombie figure.
3. If there is nothing within 24 inches, the zombie moves in a random direction. Use the **Grenade Scatter Diagram** to do this.

There can be LOTS of zombies in a game. It's often helpful to designate an assistant game master (or two!) to control the zombies. In order to avoid confusion, it's best to execute zombie actions in the following order: move all existing zombies and resolve any combats, un-stun any stunned zombies, and spawn new zombies.

Human Actions:

Humans use the alternative movement speeds of 6" + 1d6
Dead humans cannot turn into zombies. Once dead, they are dead.

Zombie Spawning:

Whenever a figure makes a sound, whether firing a weapon or starting a car engine, a certain number of markers is placed next to the character that made noise. The number of markers placed is determined by the table below.

Zombie Spawn Maker Table	
Activity	Number of Markers
Small arms fire	1 marker per die rolled
Grenade blast	3 markers
Shotgun blast	3 markers per barrel
Running car, truck, or motorcycle engine	1 marker each turn
Starting a car, truck, motorcycle or other engine	2 markers per attempt to start the vehicle.
Players arguing with each other	1 marker

For instance, since a submachine gun rolls 2 attack dice, when a character fires a submachine gun, two markers are placed next to the figure.

When one of the zombie cards is drawn during the turn, the players roll to determine the number of zombies who are added to the game. For EACH marker, roll 1d6 / 2, rounded down. This yields a result between 0 and 3. This is the number of zombies added to the game. Roll 1d6 for each new zombie. On a roll of 1-3, the new figure is a creeper. On a roll of 4-5, the new figure is a runner. On a roll of 6, the new figure is a bloater.

Depending on the scenario, spawned zombies are added in one of two locations. They can either be added twelve inches from the noise marker. This simulates zombies lying dormant under sacks and rags, hidden in the basement, etc. These new zombies should be spaced evenly in a twelve-inch circle around the sound markers unless the table geometry dictates a different configuration. Alternatively, the game master may designate some number of "spawn points." Any zombies generated are placed randomly at one of the spawn points.

The Game Deck:

Typically players get a "unit" of four *Main Characters* to control in a zombie game. Put four cards in the game deck for each "unit" of humans.

Place six zombie cards in the game deck. Two are for "creepers," two are for "runners," and two are for "bloaters." In addition, place two "zombie spawn" cards in the deck. When a "creeper" card is drawn, only "creeper" zombies can perform actions. Similarly, when a "bloater" or "runner" card is drawn, only that type of

zombie acts. When the “zombie spawn” card is drawn, roll to determine to determine how many zombies are created as described in the previous section of the rules. The reason to have different cards for each type of zombie is that when there are many zombies on the table, the zombie turns take too long if they all act on the same card. This spreads out the zombie players’ actions and also creates more suspense for players, since the zombies act more than just twice during a deck of cards.

Becoming Infected:

When a zombie hits a character in melee or a player fails to *Save* when within the burst radius of a bloater, there is a chance that the character will become a zombie. The character who has a chance of infection rolls 1d20 and divides by 2, rounding down, or 1d10. This is the number of turns until infection may set in.

Place a d10 with the result of this die roll next to the possibly infected figure. Each time that figure’s “unit” activates, the value on the d10 is decremented by one. Until this die gets to two, the figure can perform heroic actions like strapping a bunch of bombs to him and running into a swarm of zombies singing *Men of Harlech*. This will also leave the other players no knowing if he is infected before symptoms being to show. Do they shoot him immediately? Do they leave him behind? Meanwhile the character insists that he’ll be fine.

On the activation in which the d10 is decrement to two, the character makes another *Save* roll. If the player fails this roll, the figure lies motionless for the next two turns, being overtaken by the infection. The d10 is decrement to “1” and then removed. On the turn the d10 is removed, the infected figure is replaced with a zombie figure lying face up as if stunned. On the next turn, the zombie can un-stun as described above.



A Zombie Play Test Game

Bumbling:

Since being quiet attracts fewer zombies, an interesting aspect of zombie movies is the bumbler who yells at the wrong time, shoots at a shadow, knocks over a stack of pots and pans, or does something else that attracts zombies. When a “zombie spawn” card is drawn, *before* zombies spawn, each human player rolls a d20. The player with the highest (worst) die roll then rolls to choose one of his figures randomly. Place a noise marker next to this figure. He accidentally

turned on a record player, knocked over some cans, or did something else that made noise.

Basic Zombie Stories:

- Basic foraging scenario: players go into an area looking for supplies, collecting points for things they find.
 - Two or more roughly equal gangs of player characters enter from different sides of the table.
 - Useful items are scattered around the table by the game master.
 - The gang that captures the largest number of these treasures and gets them off the table wins the scenario.
- “Blackhawk Down:” a helicopter or truck is stuck in the middle of the table, and the players must rescue them.
 - This scenario can be played with competing gangs of player characters or it can be played with just one gang of player characters.
 - The number of zombies at the start of the game is equal to the number of player characters in the game.
 - The number of figures to be rescued is equal to the number of players in the game.
 - Scatter the zombies around the board.
 - The players enter from one of the short sides of the table. Place the crashed helicopter or stranded truck is placed one third of the distance from the opposite short side of the table.
 - The zombies will not approach the stranded figures until the player characters reach them. They’ve remained quiet, and the zombies haven’t noticed them yet.
- Get the gas: a tank of gas on one edge of the table. The players’ truck is out of gas. The players need to get to the gas and bring it back to the truck and then escape.
 - This scenario can either be run with all zombies or with two competing gangs.
 - Place a gas station or fuel supply near one of the short edges of the table. Place a truck, which is out of gas, near the opposite short edge of the table.
 - The number of zombies equals the number of player characters in the game.
 - All zombies:
 - Place the gang of characters near the out-of-gas truck.
 - Scatter the zombies between the gang and the gas.
 - Begin frolicking.
 - The gang wins if they get gas, bring it to the out-of-gas truck, refill the tank, and drive the vehicle off the table.
 - Two competing gangs:
 - A small gang (about half the size of the larger gang) is placed within twelve inches of the gas.

- The larger gang is placed near the out-of-gas truck.
 - Scatter the zombies between the gang and the gas.
 - Begin frolicking
 - The small gang wins if they maintain control of their gas and all of the other gang is killed.
 - The large gang wins if they get gas, bring it to the out-of-gas truck, refill the tank, and drive the vehicle off the table.
- Attack on the mall: the players have been running from zombies and have taken refuge in a shopping mall where the zombies continue to pursue.
- Attack on the zombie breeding ground: zombies are spawning from some pit of ooze in the center of the table. The players must fight their way there and incinerate the breeding area. Put every zombie you have in the center of the table. So that the game eventually ends, start with all the zombies you have, but don't spawn new zombies during the game. Alternatively set the maximum number of total zombies that will be generated during the game.
- Defense of a human stronghold: players have a stronghold in a mountain cabin or some other isolated location, but the zombies have found them. Can they hold out? So that the game eventually ends, start with all the zombies you have, but don't spawn new zombies during the game. Alternatively set the maximum number of total zombies that will be generated during the game.