

“Boom, boom, out go the lights.”

A 5150 Battle Report

The three survivors had been together for a while and it showed. They were three obviously different people that had banded together to fight the common enemy.... Zombies.

Quickly and quietly they moved into the town. Their appearance peaked the interest of a zombie and he set out after what he hoped would be his next meal. Well, would have hoped if he could he had any hope but of course he had none.

The trio ignored the zed and left the cover of the alley into the street. Using hand signals Maicaman motioned Jim Bob Joe to follow him into the “Pig Pen”, a once popular biker bar, while MJ would stay outside and watch. As Maicaman turned the corner a zombie lurched forward. Maicaman opened up with a short burst from his SAW sending the undead flying to the ground, it’s melon turned into a fine pink mist.



As the two popped inside a zombie lurched forward only to have his “melon” split by the butt of Maicaman’s now unloaded SAW. As he crumpled to the ground Jim Bob Joe began to search the place.

As Maicaman reloaded Jim Bob Joe searched but came up empty. This many years after the initial outbreak the pickings were real slim but then again so were the chances of running into zombies. At least they hoped.

Attracted by the fire three zombies began converging on the Pen and MJ fell back into the building popping off a couple of rounds at a zed that had gotten a bit too close. The zombie took the shots and backed up but still moved forward.

“Nothing here, “Maic”, JB Joe said.

“Fine, let’s go,” Maic replied.

In the “ol’ days” Maic and JB would have shot the heck out of the zeds but they learned quickly that that only attracted more. Since there always seemed to be more zombies than bullets they realized it was better to outrun them so they started down the street at a good pace. Not too fast as you never knew where the buggers would come from and if you weren’t careful you could find yourself running right into them.



After a few seconds and a couple of turns they found themselves alone and behind a Mini Cooper that had been left half in and half out of a garage. Using the Mini as cover they made a quick survey and started to plan their next move.



Suddenly there was a bright flash, a loud “BOOM”, and the three were hurled unconscious to the ground.



The “boom” subsided and the flash disappeared. Grell pushed the button opening the doors to his craft and leapt out. Pulling out his blaster he pointed it at his passenger.

“Get out! Get out right now!” the irate cabbie screamed



“Wait! This isn’t where I wanted to go.”

The cabbie yelled. “I don’t care! I don’t care! I didn’t agree to this.” With a trembling hand the cabbie leveled his blaster and repeated. “Get out!”

“Fine,” the passenger said.” But this is going to seriously affect your tip.”

The cabbie looked briefly to the sky and jumped back into his cab. Billie barely had time to leap behind a low wall before Grell had engaged the “jump” drive and blasted away in a flash of light and a loud “boom”.



“Hmm, wonder where the heck this is,” Billy thought to himself as he looked around. To his right he saw a group of humanoids moving towards him but something didn’t seem to be “right” with them. Heading away from them he saw a vehicle of some sort close by. “Wonder if it can fly?”

Gun drawn he moved to the Mini and walked around it. On the far side he saw three humanoids lying on the ground. Pushing aside their weapons he went to MJ first and tried to wake her up but no luck.

Maicaman began to come to and opened his eyes. JB began to moan as well. As Maicaman focused his gaze he saw a tall blond guy in strange clothes with an equally strange but very big weapon. A weapon that was pointed directly at him. Maicaman slowly slid his hand down towards his boot but heard a click coming from the strange weapon.

“Not sure I’d be trying anything funny, you know?” Billy said through his UTD (universal translating device). “So where are we?”

JB sat up and looked at Maicaman but neither moved.

“Moriarty”, Maicaman replied.

“Moriarty? What’s that?”

“Here. This town,” Maicaman said. “You know, New Mexico,” he said with a smirk. JB laughed but quickly stopped when Billy moved the muzzle of his weapon towards JB.

“Hmm,” Billy began to see the problem. “Okay, what planet?”

JB and Maicaman exchanged glances. “What planet? Geez, buddy, what’s your trip? Earth, you know, Earth?”

“Earth?” Billy repeated. Didn’t mean anything to him. Out of the corner of his eye he saw a crowd of zeds moving towards them. He wasn’t sure but as the “moaning mounds” began to get closer he figured his better chances would be with the three people in front of him. “Okay then, Earth it is.” Slipping his pistol into his coat he said, “Well my names William Pinkley, but you can call me Billy Pink. Not too sure who those fellows or things are over there but they don’t seem to be too friendly. Maybe we should get out of here?”

Maicaman did a quick assessment. Sure, he had questions and didn’t know this Billy Pink guy but he knew the zeds. Rearing themselves the two guys got up. Billy reached down and slung MJ over his shoulder. “She’s still out,” he said. “Lead on gentlemen.”



Maicaman took the lead and Billy slid in behind him. JB brought up the rear and the three

went behind the garage and down the street. Up ahead were Tattoo U and the Chop House noodle place. They could get there and inside before the zeds could catch up to them and once out of sight they'd be fine.



Maicaman led the way quickly dispatching a zed with the butt end of his weapon. JB covered the door as Billy brought MJ in. Laying her down he turned round and this time he was looking at the business end of Maicaman's SAW and Jim Bob Joe's rifle.

"So what's your story boy?" Maicaman asked, "And keep your hands where I can see them."

As Billy talked and tried to explain the zombies had lost track of the group and began to mill around and wander aimlessly. After about ten minutes Billy finished.

Maicaman looked at JB and asked, "So what do you think Jim Bob?"

"What do I think? Freakin aliens and gol durn spaceships? What do you think I think?" JB spat out a wad of chew. "I think we ought to blow his pretty ass away and take his fancy pants gun."

Maicaman looked back to Billy. "You know JB, you could be right. But then again he could be telling the truth."

"Are you crazy Maic? You believing in flying saucers?"

"Hell, I didn't believe in zombies before but have to now, what in the heck's the difference."

Suddenly the room was filled with a bright flash of light and a loud "BOOM" ripped the area.

This time the building provided enough cover to keep the survivors on their feet. Maicaman and JB ran to the window and looked outside.

"What in the hell is that?" JB yelled.

Billy reached into his coat and pulled out his weapon. "I believe that would be those 'Freakin' aliens' as you so quaintly put it. And we need to be getting out of here." Billy lifted MJ over his shoulder again and asked, "You guys coming?"



"Holly crap! What is that?" JB exclaimed. Billy moved to the window, "It's a Drantakh." "A what? It looks like Joe Camel!" replied JB. "A what?" Billy shot back.

"Man, we can talk about this later," Maicaman said. "Let's go out the back."



Sub-Director Azizz ordered his soldiers outside. "By the numbers and no mistakes this time!" Azizz had caught grief over letting Billy Pink escape. They had followed him to this uncharted planet and he wasn't about to let the slippery criminal escape again.

The Drantakhs fanned out with Azizz and two soldiers moving to the right while two others headed left. Gaboola the pilot stayed behind as the Drantakh moved out.

Immediately they ran into three zeds drawn to the spacecraft by the loud noise. The DARs of the soldiers made very, very short work of the undead. But their fire started to draw more of them into the open.

Peering from the safety of the woods behind Tattoo U the survivors and Billy saw a large group of zeds heading towards the Drantakh.



As more zombies came into view the Drantakh blasted them with their high-powered weapons only to attract more and more.

"Follow me," Azizz said as he led the way south of the ship. Working the dials of his scanner he began to pick up residual traces of the cab. "It's around the corner."

As Azizz headed south the other two Drantakh moved out and into the street. Not noticing the large group of zombies coming down the alley from the north they burst into the nearest building, Safe and Secure Storage. The one zombie staggering around inside was quickly dispatched.

On the other side of the street the Drantakh were coming into view, blasting zombies as they came. More and more zombies were appearing but the Drantakhs were oblivious to them.

"I'm getting out of here," Billy said as the sound of fire moved away from the small group.

"Where to?" Maicaman asked.

"On that ship. You with me?"

JB and Maicaman looked at each other then grinned.

"Yeah man, why not. Let's go," Maicaman said as they headed out.

"I ain't never been in no spaceship," Jim Bob Joe said to no one in particular.

"Trust me, you'll love it," Billy said.

Two zeds charged forward from the alley towards the pilot. With a loud bray he holstered his pistol and grabbed the head of one zed. Squish, squish, one dead zed. The other got a kick to the gut and fell sprawling to the ground.

Billy peered around the corner and whispered, "Let's go."



Turning the corner of Tattoo U they were confronted by two zombies but JB and Billy each took one out with a walk-by pop goes the weasel move. Maicaman then unloaded his SAW into the back of the Drantakh pilot.

"Go, go, go," Maicaman, yelled as he slammed another magazine into the SAW. "I'll cover you."

By now the place was swarming with zombies but worse than that the Drantakh had been alerted by the gunfire. Azizz led his team at the run back towards the ship. But the other two Drantakhs were confronted by a horde of zeds as they left the building. They began to open fire taking out three more.

Four zeds were moving in on Maicaman as Billy, MJ, and JB climbed aboard. Billy slid behind the console and stared deep in thought. Feverishly he began to flick switches and turn dials.

"C'mon Maic," JB yelled.

Bap, bap, bap three rounds from a Drantakh DAR slammed into Maicaman from behind.

"Maic!" JB screamed. Maic did a face plant into the ground, obviously dead.

"Maic's dead! We gotta get out of here." JB rushed to the starboard side window and peered out. "Here they come!"



“C’mon baby, c’mon baby,” Billy said under his breath. Suddenly with a loud thud the engine kicked in and a high pitch noise resounded inside the cabin. Billy could here the ping of the DAR rounds banging off the hull. Somewhere in his mind he remembered that DARs could penetrate BTA. He hoped he was wrong.

“Sit down and hold tight,” he yelled over the hum of the engines. “ Make sure the girl is secure. We’ve lift off in five, four, three, two, one.”



“Keep firing!” Azizz yelled. Damn him, he’s not going to escape again, he swore to himself. Suddenly there was a bright flash, a loud “BOOM”, and the three were hurled unconscious to the ground.

JB peered out the window of the craft into what he couldn’t tell.

“Where are we?”

Billy exhaled and replied “Safe, just safe.”

So ends the narrative portion of this 5150 Bat Rep. To find out how THW game mechanics handled the battle read the following report.

The rules used for the game were 5150, the THW Sci Fi rules set released last year. In addition the rules for Zombies including shooting at them were taken straight from All Things Zombie. These worked perfectly together without any modifications.

The scenario would be a Pursuit where the hunted would be Billy Pink a recurring character in my 5150 campaign and a ship full of Drantakh from Regiment Games would be the hunters.

The game would start with three ATZ survivors generated at random exploring a deserted town.

TURN 1 Activation dice were rolled and the scores were Z (zombies) 4 and S (survivors) 2

As there were no zombies on the board the three survivors moved onto the table. They were:

Maicaman

- Rep 5
- Terrifying Attribute
- SAW

Jim Bob Joe

- Rep 5
- Medic Attribute
- Semi auto rifle

Mary Jane

- Rep 4
- Fast Attribute
- BAP (Big Ass Pistol)
- Knife

The trio enters an “Outskirts” rated town. First move was into the alley separating the Pig Pen biker Bar from the EZ Mart convenience store. As the time period was ten or more years after the initial outbreak of the zombie plague the odds of running into zombies would be small as would the chance of finding any loot. Both of these are handled by the ATZ rules.

At the end of their movement the initial zombie or zed population is placed. This also is handled via the rules. This results in a zombie placed 12” behind the group and one 12” to their left, around the corner and out of sight.

TURN 2 - S 5 Z 3 – Survivors move first.

Maicaman turns the corner and takes an In Sight reaction test scoring an “Obviously Dead” (OD) on the zombie but also rolls out of ammo. Continuing on Maicaman and JBJ enter the Pig Pen while MJ stands watch. Maicaman confronts a lone zombie and ODs him in melee.

The lone remaining zombie starts walking down the alley. The SAW fire attracts two more zeds.

TURN 3 – Z 4 S 2 - Zombies move first.

The three zombies now head towards the Pig Pen, The one from the alley pops into sight and MJ takes an In Sight and ducks back into the building.

JBJ searches the building but doesn’t find anything, MJ fires off a couple of misses at the closest zombie and Maicaman reloads his SAW.

The fire from MJ generates another zed.

TURN 4 - Z 6 S 4 – No zombie move, survivors move first.

Shooting attracts zombies so instead of firing the group retreats at “Fast Move” away from the building.

TURN 5 - 6

The survivors easily outdistance the zombies and reach the Mini Copper parked at the Body Beautiful Garage.

TURN 7 - S 4 Z 3

The activation dice totaling "7" causes a random occurrence or in this case the arrival of the interstellar taxicab.

It was predetermined that anyone outside of hard cover (building) would be knocked to the ground so all the survivors and zeds get knocked down.

The noise of the "BOOM" rolls 6d6 for zombie generation and two more come into play. The zeds generated by noise (boom or gunfire) always start 12" from the occurrence and in a random direction.

TURN 8 – S 6 Z 5 BP 3 Only Billy Pink/Grell can move as the other scores exceed the Reps of both the survivors and the Zeds.

Grell exits cab and kicks Billy out. Due to the scenario design the taxicab was a vehicle to allow Billy to enter the ATZ world.

Captain - William R. Pinkley (Humanoid-Male)

- Rep 3
- Street Punk Attribute made up of Tough, Brawler and Looter Attributes.
- Agile Attribute
- BAP

TURN 9 – S 4 Z 3 BP 1 – Survivors go first.

Maicaman and JBJ roll to recover on the Knock/Back table and wake up. MJ fails and goes Out of the Fight.

The zombies stand up.

Billy leaps for cover and Grell fires up the taxi.

TURN 10 – S 6 Z 4 BP 3 – Zombies go first.

Zombies start heading for the taxicab.

Billy stays down.

Grell fires up the cab and BOOM, all fall down except Billy who is shielded from the blast. Grell speeds away.

Another Zed is generated by the boom.

TURN 11 - S 5 Z 5 BP 3 – Ties mean that those factions may not move. Billy Pink goes first.

Billy heads to the Mini Cooper and sees the downed trio. He moves the weapons out of their reach and checks MJ first.

TURN 12 - BP 3 S 2 Z 1 – Billy moves first and draws gun.

MM and JBJ recover; MJ can't, as she's OOF. Time to Talk the Talk as Billy has the "drop" on the survivors.

Billy passes 2d6 with the +1 to Rep for having the drop on the survivors. MM rolls and passes 2d6 as well. They don't join forces but will cooperate in the short term against the zeds.

Zombies get back up.

URNS 13 – 16 No "7" is rolled.

Zeds keep heading towards the Mini Cooper. The survivors with Bill carrying MJ head the back way out of sight and after three successful "Fast Move" tests make it to the cover of Tattoo U.

Once inside MM ODs the one zombie inside.

TURN 17 - S 6 Z 4 – Zombies move first.

Zombies wander around at random as generated by ATZ zombie mechanics.

Billy Pink fills in MM and JBJ about his past.

TURN 18 - S 4 Z 3

"7" causes the random occurrence of the Drantakh landing.

The survivors are fine as they are in cover the zeds all fall down.

Random rolling puts the Drantakh spacecraft landing in front of Tattoo U.

TURN 19 – S 5 Z 2 D 1 – Survivors move first.

They stay put and watch.

The zeds get up.

The Drantakh start to disembark and split into two teams.

TURN 20 – S3 D3 Z 1 – Only the zombies can move.

The zombies start to move towards the Drantakh with those coming into view causing In Sight tests and subsequent firing. The higher Impact Ratings of the DAR means that almost every hit from them will OD a zed. But the high rate of fire (4) will also attract more zombies.

TURN 21 – S4 D3 Z 1 – Survivors move first.

Survivors duck out the back door and into the woods behind Tattoo U.

The Drantakh move out based on random rolling. As they go along they dispatch zombies but also cause more to be generated.

TURN 22 - S6 Z4 D1 – Zombies go first.

Both Drantakh parties run into more zombies and cause more to generate.

One zombie charges Drantakh pilot who takes a Drantakh 5150 Being Charged test and melees ODs a zed.

TURN 23 – S6 D6 Z4 – Zombies go first, no others move.

Large group of seven zombies move down alley towards Main Street. Final zed killed be pilot.

TURN 24 - D3 S 2 Z1 – Drantakh go first.

Three-man group turns corner and sees where taxicab was. Two-man group enters storage facility and activates one quickly dead zombie.

Survivors move around side of Tattoo U to get towards spacecraft.

Zombies surge forward.

TURN 25 – Z6 D3 S 2 – Drantakh move first.

Two man group exit building and In Sight zombie horde. Fire takes out three zeds and generates four more from 8 shots.

Three-man group moves up street.

Survivors make break for ship. Maicaman fires his SAW into the pilots back (OD) while Billy and JBJ walk up behind two zeds and shot them in head and move to ship. Fire alerts remaining Drantakhs.

TURN 26 – D4 S3 Z1 - Drantakh move first.

Drantakhs head back towards ship with much shooting and generating of zombies.

Billy and JBJ with MJ in tow board ship. Only two at a time through doorway so MM stands guard, facing horde of Zombies.

TURN 27 – S6 Z6 D3 – Drantakhs move first.

Three Dran group turns corner and sees zombies between them and ship. Shoot them down with twelve dice causing more to appear.

Two Dran group blocked by alley zombies.

TURN 28 - D5 S4 Z4 – Drantakhs move first.

MM shot down by three group of Drantakhs from behind. Upside of DAR used by Drantakh is high Impact and ROF but this also causes higher rate of zombie generation.

TURN 29 – D3 S2 Z1 – Drantakh move first.

Three Dran group runs towards ship firing.

The DAR had ability to penetrate Battle Armor so qualifies for a Hands of Fate shot, This is used when a weapon cannot penetrate an armored vehicle but is allowed to if a hit is scored by rolling “snake-eyes” or double ones. Twelve rolls of the dice results in no hits to ship.

Billy Pink has piloting skill so can try to fly Drantakh ship. Takes a minus due to unfamiliar technology but still possible. Taking a Challenge test Billy rolls a 1 and a 2 for a success. BOOM, the ship takes off.

At this point the game was over for all intent. Billy had escaped and the Drantakhs were stranded on earth and would eventually be overwhelmed by the now thirty plus zombies walking about.

29 turns and less than two hours.