

ABQ Z-Hunters

It's January "O + 2" or 2 years after the initial outbreak. These are the stories of four "normal" people who banded together after the outbreak for mutual survival. Currently they're in New Mexico, in and about "The Duke City" or Albuquerque (ABQ) to everyone else. EMunster is the unofficial leader. Ambi and him used to work together, that's when you had to work for a living, not fight for one. L Train was a casual acquaintance back then. Now they're like family. April joined about six weeks ago. Doesn't talk much and doesn't have a history with the group but hey, bigger the group the better the chance to stay alive. We pick up our story with the gang entering the outskirts of ABQ for a re-supply. Although they have a vehicle it's always better to "hoof it" when going into town.



EMunster - Rep 4 BAP (12"/3/2) Transporter - Never count worse than pass 1d6 on Loss of Control Table



Ambi - Rep 3 Assault Rifle (48"/3/2) Transporter - Never count worse than pass 1d6 on Loss of Control Table



L Train - Rep 3 Shotgun (1"/3/2) Slow - Subtract 1/2d6 each time move.



April - Rep 3 Two Machine Pistols (12"/3/1) Wuss - Rolls 1d6 instead of 2d6 to Rally, Charge, or when Being Charged

"Let's walk," EMunster said. Ambi brought the SUV to a halt and the four climbed out. After a ten-minute walk they reached the outskirts of ABQ. Moving down an off ramp they left I-25 and entered the built up area. They walked quickly and silently. Having lived in this end of town in the past they knew what they were looking for. It was quiet...maybe too quiet.

At the end of turn 1 the initial zombies were placed. The number of zombies was four and these all ended up to the left of the party in a residential area surrounded by walls. In all my past games I never had walls or fences around houses (which is normal in real life) so the addition of them to the board already provided a different feel for the game. In effect, they allowed for limited line of sights to zombies. In addition they limit the zombies LOS as well. This meant that they would walk forward until running into an impassable object then turn at random. As the zombies were grouped together I assumed the lead zombie would dictate the direction of the group. As luck would have it when they ran into the closets house they turned left...and were given a view of the rear of the party. See the picture below to see the "marching order" of the party.

EMunster led the party as he had the highest Rep. Next to him was L Train with his shotgun. The shotgun is a good weapon for taking down people and zombies. Behind them came Ambi with her assault rifle and to her left was April. As April was a Wuss she would be worthless if charged or wanting to charge so arming her with two machine pistols provided her with the best chance. The MPs would outgun most opponents and give her a better chance of hitting the target. Unfortunately, the MP was lacking stopping power versus the zombies so if they were to get within 6" of her, there would be problems.



The group walked down the street passing an empty Wal-Mart truck. Wal-Marts are good to loot as they carry a variety of things and finding a Wal-Mart truck was lucky. Unfortunately, someone had beaten them to it. The gang had been here before but hadn't reached the north area where they were going. There was a large restaurant and a motel that drew their interest.

EMunster knew that during the initial days following the outbreak people fled the towns. Unsure of what would happen they took minimal amounts of things. It wasn't until they realized that the outbreak wasn't going away that they drifted back into town to recover things. This cycle repeated itself many times as through the years survivors came back and many perished leaving their loot behind. Motels and restaurants, along with 7 -11s were always worth a look.

By turn 7 the zombies had reached the main street and were heading after the party. Almost comically as the party turned right towards the restaurant the Wal-Mart truck obscured their LOS and any hope of seeing the trailing zombies. The gang was intent on reaching the "waffle house" and were scanning their front when they should have been watching their back



"Keep watch and let me know as soon as you see something," EMunster said. "L Train, let's go bro" EMunster and L Train walked up to the double doors and waited. Ambi and April took up watch behind a van and nodded. With a look and a nod the two entered the waffle house, ready for anything. They didn't have long to wait. A lone zombie came lurching forward from the booth he had been sitting in. Saving their ammo EMunster and L Train attacked and quickly knocked the zombie down. One quick

shot to the head by EMunster cleared the room. L Train walked through the restaurant looking for whatever was available. A quick search showed most of the usable stuff looted but he did find a box of shotgun shells, which he slipped into his pocket.

Meanwhile April and Ambi saw the zombies coming up the street. Pop, pop, pop...Ambi fires her assault rifle and scores a hit knocking down the lead zombie. As it regains his feet the other three start to move towards the girls.

You can never tell what you'll find in a building. Early on in the outbreak zombies are plentiful and survivors rare at least in the outskirts or urban areas. Finding only one zombie in the waffle house was lucky, firing three rounds at a zombie with an AR and not scoring a kill isn't. Especially when shooting at outside 6". Because when the zombies get in your face at less than six it's all about the stopping power of the weapon (Impact) and not your skill (Rep). And the zombies were getting closer.

"What's happening?" EMunster yelled. Just then another zombie lurched forward, this time surprising EMunster who could barely defend himself. L Train, hearing the shout, came into the dining room and bashed the zombie in the back of the head with his shotgun. "Thanks", EMunster said.

"Four zombies, maybe more heading towards us," Ambi yells as her and April duck into the waffle house.

"Out the back," EMunster says and the four make their way outside.



Zombies aren't too smart so it's easy to take them out when in melee. Even easier when doing it from behind. Not too good in melee as they fight with 1d6 while humans use 2d6. The trouble comes when they get in groups and even though it was a relatively small group heading this way, the gang decided to move instead of fight. If you learn anything when playing ATZ it's when to run.



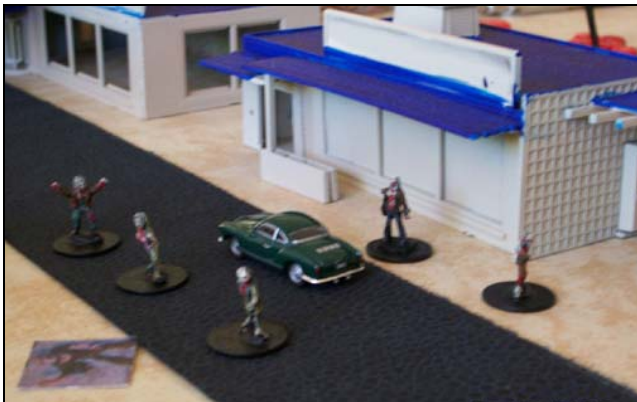
Next stop is a small motel. Same routine as before. This time Ambi and April take cover behind a nice 57 Chevy while L Train and EMunster go in. As the door is narrower L Train goes in first. Two Zombies charge forward and boom! L Train takes them down with one blast of the shotgun. EMunster runs over to one of the downed zombies and shoots him in the head. "Pop goes the weasel" as it's referred to. Needless to say, the shotgun draws the zombies from the waffle house towards the motel.

The gang has been pretty lucky so far. With all their shooting it's a good thing that no zombies have been generated. Each time a "round" is fired 1d6 is rolled. In the outskirts a result of 5 or 6 generates a zombie who is placed 12" from where the shot has been fired and in a random direction. Like I said, so far, so good.

Following the gunfire the zombie group clears the waffle house and comes into sight of Ambi and April. April fires both MPs at the two lead zombies. One drops to its knees as its head turns into "pink mist". The other ignores the fire as some rounds miss and some hit. Ambi fires three more rounds into a zombie, well make that "at" a zombie. She misses horribly.

Meanwhile, inside the motel, EMunster "caps" the last zombie and L Train searches the room. This time he finds an assault rifle under the bed and a first aid kit.

"Hurry up!" Ambi yells. "There's more coming!"



The gang's luck is starting to run out. With 10 shots fired, three more zombies are generated. Random location yields two joining the other three across the street while the third starts behind the motel. Even though the girls have good firepower their low Rep (3) makes it hard for them to hit anything, even the slow moving zombies. And once the zombies get closer (under 6") their chance will drop even more. One more thing to be concerned with is that April drew a "Wuss" Attribute. This means if charged by a zombie she has a 50/50 chance of running away. That's why she has lots of firepower in hopes of keeping the zombies away...except it isn't working. Part of the problem is the small caliber of the MP. The MP has a high rate of fire but not much stopping power against the undead. In ATZ you need at least an Impact Rating of 2 to knock down a zombie if you don't kill him outright (head shot) and the MP has a 1.

EMunster and L Train come out of the motel. EMunster makes a quick assessment and busts into the next room with L Train close behind. A quick look around turns up no zombies and a pistol. L Train finds some more shotgun shells as they hear more firing from out front.

April and Ambi unload another nine rounds into the three front zombies. Pop, pop, pop...three hits on the lead zombie but not even a knock down. April unloads her other MP, literally, while Ambi cuts down one zombie. But the shots attract still more zombies. "I see seven," Ambi yells.

The worm has turned, as they say. Nine shots attract six zombies. Seven are out front of the motel with 5 more to the rear. Three to one zombie odds is getting kind of dicey. In ATZ no one is guaranteed to move each turn and with two consecutive bad die rolls it's possible to have zombies swarming all over you. Sure, they're bad in melee, but when you have three of them trying to chomp on you...well, that's a totally different issue!



Hitting the street EMunster knew it was time to go. Leading the way he headed north up the street, popping a weasel on the way by. L Train drops another with his shotgun and with a little fast footing the gang makes its way out of danger.



Once you clear the zombies it's easy to outrun them so getting away wasn't an issue. Each gang member received one point towards advancing his or her Rep. Total loot was one AR, one pistol, two boxes of shotgun shells, and a first aid kit. Not too bad but not great.

Game was played using HO Scale Plasticville buildings purchased for "dirt" from Ebay and 15mm zombies and zombie hunters sold by Two Hour Wargames.

Game was played solo and lasted about half an hour. More to come.