

MUSKETS & ZOMBIES - AN ATZ SUPPLEMENT

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AN ALL THINGS ZOMBIE SUPPLEMENT

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PROLOGUE

It is 1765 and the French and Indian War, known by some as the first real world war, has come to close. The inhabitants of what was to become of the United States and those in Canada are doing their best to restore order to their lives. However, tension is still high and ill will abounds as sworn enemies, despite the ratification of a formal peace, still find it hard to “forgive and forget”. Instead the old saying “bury the hatchet” had taken on a more ominous and dark meaning.

Capt. Bartholomew Tucker and three others have crossed the river to **L’ilot de la Promenade Morte** (French for Isle of the Walking Dead). The small island in the middle of the river is supposedly cursed and long thought to be uninhabited. Three days ago an unknown party crossed the river and killed and abducted settlers from the south side. Tucker and his men have tracked the raiders to the river and stumbled upon their badly damaged war canoe washed ashore on the island.

Their objective is to find and rescue the two women that were taken and insure that the raiders will never hurt anyone again.

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INTRODUCTION

Muskets and Zombies is the first ATZ supplement from Two Hour Wargames. This is not stand-alone game but instead must be used All Things Zombies. When using M&Z all ATZ rules apply unless there is an alternative rule in the supplement. In addition, some rules in ATZ will not apply, as they do not fit the period that the supplement covers. Example – The party in M&Z cannot use assault rifles. These rules will be easily identifiable.

Why a Zombie supplement? The legend of Zombies is not a modern device. Tales of the walking dead are as old as civilization itself. I have decided to use this time period as it will be interesting to see how the difference in weapons technology works or doesn’t against these vile creatures.

If you have any comments or questions please feel free to address them to us at the Two Hour Wargames Yahoo group linked below. Thanks and enjoy!

<http://games.groups.yahoo.com/group/twohourwargames/>

Note about the rules: Unless a rule in the M&Z supplement conflicts with or modifies a rule found in ATZ, all ATA rules apply as long as they are “period specific”. Example – No driving a SUV on the board!

EQUIPMENT REQUIRED

To play M&Z you will need the same equipment as ATZ with the major difference being appropriately dressed and armed figures representing your party.

RECRUITING YOUR FORCE

In M&Z you will have four figures in your party. They are:

- **Capt. Bartholomew Tucker** (Rep 5 – Musket and Tomahawk – “Inspire” & “Brawler”) Tucker is Ex-Roger’s Rangers and cuts quite a dashing figure. He has the “Inspire” Attribute that raises the Rep of anyone within 6” and sight of him. This increase only counts for Reaction Tests. In addition, he has the “Brawler” skill, which allows him the use 3D6 when in melee.
- **Jonas Kandide** (Rep 4 – Musket and Knife – “Healing”) Jonas is a quiet soul and little is known of his past. He has the “Healing” Attribute, which allows players to add one to the Rep of any figure he is checking for damage. In effect, when using the “How Bad Is It, Doc? Table” count the figure being checked by Jonas as one higher Rep.
- **Bagwah** (Rep 4 – Musket and Tomahawk – “Track & Trail”) Bagwah fought with Tucker in the previous war and speaks French. He has the

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T&T Attribute, which will allow for him to track anyone at an advantage during a Pursuit Encounter. Adding a one to the Rep of the figure in the Chasers party that has the lowest Rep represents this. In addition, when physically leading a group (walking “point”) he adds 1 to his Rep when testing for Zombie Surprise!

- **B Jones** (Rep 3 – Musket – Knife – “Crack Shot”) Jones is the oldest in the party and suffers from a war wound. This reduces his normal movement to 6” and maximizes his Fast Movement at 8”. He is also a “Crack Shot” which allows him to roll an extra D6 when shooting and counting the best score.

WEAPONS

These are the only weapons allowed in this supplement.

Improvised weapons – These can be anything from a piece of wood to a bottle and anything in between. Used only in melee and have an Impact of 1.

Tomahawk/Axe/Knife – Carried by Indians and some light troops. May be either used in melee or thrown up to 4”. Tomahawks, axes, and knives have an Impact of 2.

Musket – Basic firearm carried by most European type armies of the period. Muskets must be reloaded after each time it has been fired. The musket has a range of 18” and an Impact of 2. Muskets swung in melee without bayonets count as Improvised weapons.

M&Z WEAPONS TABLE

Weapon	Range	Target	Impact
Improvised weapons	x	1	1
Tomahawk/Axe/Knife	-/4	1	2
Musket	18	1	2

RELOADING

To reload muskets use the following procedure.

- 1 – Fire weapon. Place two cotton balls or white poker chips in front of the figure to signify that the weapon is now unloaded.
- 2 – Immediately roll 2D6 vs. figures Rep and consult Reloading Table.
- 3 – Reloading may not be attempted while moving.
- 4 – Reload table is in the rear of the book with the QRS sheets.

Example – Hawkeye fires his musket. He places two balls of cotton down to signify that the weapon was fired. He then immediately rolls 2D6. He scores a 6 and a 3, passing 1d6, as his Rep is a 5. One cotton ball is removed and when he becomes Active the second is removed and Hawkeye is ready to fire.

FIRING TWO WEAPONS AT ONCE

It is possible to use two muskets at once but only in this supplement.

SPECIAL FIRING AT A ZOMBIE RULE

ATZ is a world where Zombies are commonplace but not in M&Z. Therefore, the first time a Zombie is hit from musket fire use the normal OD rating of the weapon. However, once a Zombie has been OD’d, i.e. hit in the head then use the normal ATZ rule listed below.

Use this procedure when firing at a Zombie either at over 6” range OR at a Zombie within 6” range but NOT facing the shooter. When a hit is scored the shooter will roll versus his Rep instead of using the Impact of the weapon to determine if the target is “obviously dead” (OD). If the score is less than or equal to the shooters Rep the Zombie is OD, if it is higher then the Zombie is not OD and may be knocked down. Example – Capt. Tucker fires at a Zombie that is facing away from him at a range of 3”. He scores a hit on the Ranged Combat to Hit Table. He next rolls 1D6 versus his Rep of 4. He scores a 3 so the Zombie is OD.

REACTION CHECKS

The Reaction Tests applicable to M&Z are located in the QRS at the rear of the rules. In addition there is the following new one.

FIRST TIME SEE ZOMBIE CHECK

This test is taken the first time a figure sees a Zombie at a range of 6” or less.

“FIRST TIME SEE ZOMBIE ”

Pass 2D6

- Carry On.

Pass 1D6

- Stand “slack jawed” and may not move or shoot until next Activation. If charged before Active must take a Surprise test.

Pass 0D6

- Runaway and go to Sanity Table.

GETTING STARTED

M&Z starts at the riverbank and the players must move inland to find the women. During this time they may Encounter Zombies as they make their way along the trail of the raiders. Each turn roll 2D6 and compare it to the Rep of Bagwah if he is with the group or to the Rep of whomever is leading the but at

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a –1. Example – Tucker is leading the group on the pursuit of the raiders. His Rep is a 5 but for the Tracking Table listed below he counts a 4.

TRACKING TABLE	
Pass 2D6	<ul style="list-style-type: none"> Chasers find tracks of prey and can follow. Roll on Tracking Table again counting 1 “success”.
Pass 1D6	<ul style="list-style-type: none"> Chasers must re-roll on Tracking Table. If Pass 2D6 can count 2 “successes” but if Pass 1D6 or lower then “lost trail”.
Pass 0D6	<ul style="list-style-type: none"> “Lost trail”.

LOSING THE TRAIL AND COUNTING SUCCESSES

If the party scores three successes in a row then they successfully followed the trail and can go to the section titled “Trail’s End”.

If they have lost the trail then they must either go back to the canoes or try to find the trail again. Roll each turn on the Tracking Table and they need to have 6 successes to reach “Trails End”. Successes are cumulative however, so be sure to keep track of them as they occur.

ZOMBIES ARE ABOUT

Each turn that the players roll on the Tracking table there is a chance that they may encounter Zombies. To see if they run into any Zombies roll on the Zombie Activity Table below cross-indexing the die score with the turn listed in the row above the table. (In ATZ this was the Phase of Outbreak)

ZOMBIE ACTIVITY TABLE

	1	2	3+
Area			
Riverbank	1	2	1
Forest	x	2	1
Trails End	x	x	3

At the end of each turn roll 2D6 for Zombie Activity and consult the table below.

“THERE BE ZOMBIES ABOUT!”	
Pass 2D6	<ul style="list-style-type: none"> 1/2D6 Zombies occur.
Pass 1D6	<ul style="list-style-type: none"> 1 Zombie occurs.
Pass 0D6	<ul style="list-style-type: none"> No Zombies about.

In addition Zombies can be attracted by gunfire as outlined in ATZ but using the following Zombie Reinforcement table.

ZOMBIE REINFORCEMENT TABLE	
Trails End area	<ul style="list-style-type: none"> 4 – 6 = One Zombie appears.
Forrest area	<ul style="list-style-type: none"> 5 – 6 = One Zombie appears.
River area	<ul style="list-style-type: none"> 6 = One Zombie appears.

However, they are placed as per normal ATZ rules.

SETTING UP THE BATTLEFIELD

There are three possible sites for the Zombie fights. They are the River area, the Forrest, and Trails End. Each setting is described below.

Encounters take place in one of three areas.

They are:

- The River Bank** – The table has a 12” strip of forest from one edge to the opposite edge. Next is a strip of clear terrain roughly 6” wide at the forest edge that runs to the river, which makes up the rest of the table. At the river’s edge are the two canoes.
- The Forest** – This is a densely wooded area with visibility reduced to 12”. Movement is at ½ speed. The table need not be bigger than 2’ x 2’ if desired as any action occurring in the forest will be on the trail left by the raiders.
- Trails End** – This is a 4’ x 4’ table with woods enclosing a 2’ x 2’ clearing with a cabin in the center and a small pen for livestock to one side. The cabin has two windows on opposite sides and two doors on opposite sides. This means that each wall has either a door or a window on it.

RIVERBANK

Refer to the above section for setting up the terrain. There are no Zombies present at the start but when the players step onto the shore the turn has ended and for the first time you will roll on the “Zombie Activity” Table. At the end of each subsequent turn regardless of location roll on the table to see if any Zombies arrive. Any Zombies found will come from the forest and are placed in the following manner. Roll 1D6.

- Score 1 and they are placed 12” to the left front of the party.
- Score a 2 through 5 and they are placed 12” to the direct front of the party.
- Score a 6 and they are placed 12” to the right front of the party.

The player objective is to move to the forest area where they can pick up the trail of the raiders.

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FOREST

Refer to the previous section as to the terrain layout. You can probably use the same board that the riverbank is on.

At the end of the turn roll on the “Zombie Activity” Table to determine if there are Zombies about. These are placed as follows:

- Score 1 and they are placed 12” to the front of the party.
- Score a 2 or 3 and they are placed to the left of the party within 3”.
- Score a 4 or 5 and they are placed to the left of the party within 3”.
- Score a 6 and they are placed 12” to the rear of the party.

Those placed 12” away are treated as normal while those at a range of 3” are treated as follows:

ZOMBIE SURPRISE!

1. After determining the number of zombies in on the trail, roll 1D6 and add this score to the number of zombies.
2. Next roll 1D6 and apply this number to the Rep of all the figures involved.
3. Match up 1 Zombie to each figure, doubling up if possible. If there are less Zombies than figures then roll dice to randomly assign whom will be charged. There can never be more than one Zombie charging a figure until all figures have at least one Zombie attacking them.
4. If the Zombie score is higher than the figure score then figure rolls on the Surprise Table.
5. If the Zombie score is equal or less than the figure score then the figure takes a Being Charged test.

Example – Capt. Tucker and B Jones are walking along the trail. It is the end of the 4th turn and determine that the target number for Zombie activity is “4”. Tucker now rolls 2D6 on the “There Be Zombies” Table and passes both. This means there will be 1/2D6 Zombies. A roll of 3 signifies 2 Zombies and one Zombie is placed on both Tucker and Jones. Tucker rolls 1D6 and scores a 1. The Zombies roll 1D6 and score a 6! Their total is 6+2 or an 8. Both Tucker (1 +5=6) and Jones (3+1=4) have scored lower and must take Surprise checks.

TRAILS END

After scoring 6 “successes” on the Tracking Table the party reaches Trails End. The terrain is set out as outlined previously. The situation is as follows:

There are three half eaten corpses lying about the board and outside the cabin. There are 1/2D6 Zombies pounding on the cabin doors and wailing their frustration. The Zombies are divided evenly between the two doors. Any Zombies that come onto the table will go towards the party if they are within 12” otherwise towards the cabin doors.

Inside are the two women, both unarmed, and screaming hysterically. Each turn roll 2D6 versus the number of Zombies pounding on each door and compare to the table below.

DOWN GO THE DOORS TABLE

Pass 2D6

- Door is being beaten down. Count 1 “success”.

Pass 1D6

- Zombies must re-roll on the Table. If Pass 2D6 can count 2 “successes” but if Pass 1D6 or lower will give up pounding for one Activation.

Pass 0D6

- Give up pounding for one Activation, then resume.

When the Zombies have scored 3 “successes” the door is destroyed and they may enter the cabin when next activated.

NO MATTER WHERE YOU GO, THERE YOU ARE

It takes an undetermined number of turns to reach the raiders camp dependent upon if the trail is followed successfully.

However, returning from the camp to the canoes is only eight turns, six through the forest and two on the riverbank. However, it may take longer if Zombies are encountered. Be sure to keep track of the turns that the party moves when returning to the river.

HOW TO WIN

To win the players must escape from the island with the women.

EPILOGUE

The survivors of the party were silent with each keeping to their own thoughts. What would they say when they returned? Could they tell them the truth? Hardly, Tucker thought. If he had heard such tales three days ago he would have considered the teller either a simpleton or the biggest liar this side of the river. No, better to keep his mouth shut he thought. Better still maybe he would just quietly leave the area. Let someone else deal with it.

The oars silently cut through the water as lifeless eyes watched from afar.

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M&Z QRS

TRACKING TABLE

Pass 2D6

- Chasers find tracks of prey and can follow. Roll on Tracking Table again counting 1 “success”.

Pass 1D6

- Chasers must re-roll on Tracking Table. If Pass 2D6 can count 2 “successes” but if Pass 1D6 or lower then “lost trail”.

Pass 0D6

- “Lost trail”.

ZOMBIE ACTIVITY TABLE

	1	2	3+
Area			
Riverbank	1	2	1
Forest	x	2	1
Trails End	x	x	3

“THERE BE ZOMBIES ABOUT!”

Pass 2D6

- 1/2D6 Zombies occur.

Pass 1D6

- 1 Zombie occurs.

Pass 0D6

- No Zombies about.

ZOMBIE REINFORCEMENT TABLE

Trails End area

- 4 – 6 = One Zombie appears.

Forrest area

- 5 – 6 = One Zombie appears.

River area

- 6 = One Zombie appears.

“RELOAD TABLE” (2D6 vs. Rep)

Pass 2d6

- Musket** reloaded, remove both cotton balls and may fire next Activation or in reaction.

Pass 1d6

- Musket** reloaded next activation. Remove one cotton ball. At the start of next Activation the other is removed and figure may fire.

Pass 0d6

- Argh!** Fumble procedure; leave both cotton balls on figure. Remove one at the start of any Activation until both are gone. In which case may then fire when last one is removed.

M&Z WEAPONS TABLE

Weapon	Range	Target	Impact
Improvised weapons	x	1	1
Tomahawk/Axe/Knife	-/4	1	2
Musket	18	1	2

Ranged Combat To Hit Table (1d6 + Rep)

#	Results
3 to 7	Miss!
8	Target protected, in cover or prone, either side fast moving, firing two weapons or “primitive weapon”, second or higher target count Miss, all others Hit!
9	Target in cover, or third or higher target count Miss, all others Hit!
10+	All Hit!

DAMAGE TABLE (1D6 vs. Rep - Impact)

Pass 1D6

- Knock Down!** Figure is “stunned”.

Pass 0D6

- All** are out of fight.

PURSUE BY FIRE TABLE

Pass 2D6

- He is allowed to immediately fire at the fleeing character.

Pass 1D6

- He is allowed a shot counting target in cover.

Pass 0D6

- He may not fire at all.

MELEE MODIFIERS

- Brawler in melee +1D6
- Each point of Impact less than enemy -1
- In melee with 2+ enemies -1
- In melee with 3+ enemies -2

MELEE RESULTS TABLE

Pass same number of D6

- All Miss and melee continues next turn.

One side passes 1D6 more than the other and “wins” the round of melee.

- “Protected” loser rolls 1D6. Score 1 – 3 count Miss and melee continues next turn. Score 4 – 6 loser rolls for “obviously dead”.
- Non-protected loser rolls for “obviously dead”.

One side passes 2D6 more than the other and “wins” the round of melee.

- Loser rolls for “obviously dead”.

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DAMAGE TABLE (1D6 vs. Rep - Impact)

Pass 1D6

- **Knock Down!** Figure is “stunned”.

Pass 0D6

- **All** are out of fight.

DOWN GO THE DOORS TABLE

Pass 2D6

- Door is being beaten down. Count 1 “success”.

Pass 1D6

- Zombies must re-roll on the Table. If Pass 2D6 can count 2 “successes” but if Pass 1D6 or lower will give up pounding for one Activation.

Pass 0D6

- Give up pounding for one Activation, then resume.

“HOW BAD IS IT DOC?” TABLE

*-1 from the figure’s Rep for each wound.
+1 to Rep of figure if checker has “Healing”.*

Pass 2D6

- The casualty is stunned, or just “winded”, recovers, and rejoins the fight next turn!

Pass 1D6

- The casualty is badly wounded, and out of the fight due to the serious nature of his/her wounds! The casualty cannot move without being carried or dragged away to a place of safety by his/her buddies!

Pass 0D6

- The character is dead.

FAST MOVE TEST (2d6 vs. Rep)

Pass 2d6

- Figure successfully Fast Moves up to 16”.

Pass 1d6

- Figure successfully Fast Moves up to 12”.

Pass 0d6

- Figure moves up to 8” counting as if making a Fast Move for shooting resolution.

RECOVERY CHECK

Pass 2D6

- **All** return at normal Rep.

Pass 1D6

- **All** return at Rep –1.

Pass 0D6

- **Out of Fights** will die and Runaways never return

“IN SIGHT” CHECK

+1D6 if not moving and suppressing /covering fire.

Pass 2D6

- **“Hidden”** have option to hold fire or fire at anytime during the opponents move.
- **Others will fire**, stationary figures firing first, then moving figures next.

Pass 1D6

- **“Hidden” with a Leader** have option to hold fire or fire at anytime during the opponents move.
- **Other stationary figures** will fire.
- **Moving figures** may not fire.

Pass 0D6

- **“Hidden” figures** will fire but become exposed and cause eligible enemy to take “In Sight” Checks.
- **All others** may not fire.

“RECEIVED FIRE” CHECK

Pass 2D6

- **Chargers** will continue.
- **Outgunned or unable to fire** will Duck Back or finish move without firing.
- **Those fired on by “hidden”** may finish move and fire as desired.
- **Others** finish move and fire.

Pass 1D6

- **Chargers** armed with ranged weapons will stop in place and fire instead while those not so armed will continue the charge.
- **Those in cover** will fire or Duck Back.
- **Others** will Duck Back.

Pass 0D6

- **Those in cover** will Duck Back.
- **Others** will Runaway.

“WANTING TO CHARGE” CHECK

Pass 2D6

- **All** will charge into hand-to-hand combat.

Pass 1D6

- **Those in cover** will remain in place and if possible will fire instead.
- **Others** charge.

Pass 0D6

- **Those in buildings** will Duck Back.
- **Others** remain in place.

M&Z QRS

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"BEING CHARGED" CHECK

Pass 2D6

- **Those that can will fire** and prepare for melee.
- **Others** will remain in place and prepare to melee.

Pass 1D6

- **Those in cover** will fire and prepare for melee.
- **Those charged to flank or rear** will Runaway.
- **Others** may not fire but will prepare for melee.

Pass 0D6

- **Those in cover** will prepare to melee.
- **Others** Runaway.

SURPRISE CHECK

Pass 2D6

- Target turns to face enemy and takes Being Charged Check at –1 to Rep.

Pass 1D6

- Target is surprised and cannot react. Counts only 1D6 in melee the first round.

Pass 0D6

- Target is totally surprised and counts 0D6 in melee the first round.

"RALLY" CHECK

(May use 3D6 if friend is Leader or Stone Cold.)

Pass 2D6

- **All** back in the fight. Carry on as desired.

Pass 1D6

- **Those in cover/buildings** back in fight.
- **Others** will not rally but may try again next turn.

Pass 0D6

- **All** will not rally and may not try again but will leave if told to or if their side leaves.

"FIRST TIME SEE ZOMBIE "

Pass 2D6

- Carry On.

Pass 1D6

- Stand "slack jawed" and may not move or shoot until next Activation. If charged before Active must take a Surprise test.

Pass 0D6

- Runaway and go to Sanity Table.

"SEE ZOMBIE DEATH "

Pass 2D6

- Carry On.

Pass 1D6

- Duck Back and go to Sanity Table.

Pass 0D6

- Runaway and go to Sanity Table.

"SANITY TABLE "

Pass 2D6

- Recover wits next Activation and function as normal. Will take Reaction tests at a –1 Rep until Activated. Ignore future Zombie Death Sightings.

Pass 1D6

- Huddle in a corner and may not move until either Rallied by others or game ends.

Pass 0D6

- Collapse goes insane and collapses in a heap counting as "out of fight". Once checked on as normal for recovering from "out of fight" go to the Crazy About My Job table below.

CRAZY ABOUT MY JOB

Pass 2D6

- Figure becomes predetermined to madness as in his mind it's "game over man" and the Zombies have won. He is in a state of shock and counts as Rep 2. Roll 2D6 versus this new Rep. If pass both dice then he returns to his previous Rep and functions normally. BUT he counts as never seeing a Zombie Death and is subject to the test again. If he did not pass both dice while in shock then he goes to Pass 1D6 of this table.

Pass 1D6

- He is in a state of worsening shock and counts as Rep 1. Roll 2D6 versus this new Rep. If pass both dice then he returns to his previous Rep but at a –1 and functions normally. BUT he counts as never seeing a Zombie Death and is subject to the test again. If he did not pass both dice then go to Pass 0D6 of this table

Pass 0D6

- Never comes out of it and becomes a blithering idiot who must be watched 24/7 so has not to injure himself.

"WHAT NOW? TEST"

+1D6 if Leader within 6" and sight of tester allows player to choose any two dice for desired result.

Pass 2D6

- All pop up to shoot or move, but not both.

Pass 1D6

- All outgunned or outnumbered by 2:1 or more will stay down.
- Protected, military, mercenary, or police that are also not outgunned or outnumbered by 2:1 will pop up to shoot or move, but not both.
- Others stay down.

Pass 0d6

- All stay down.