

REGS

DREGS

&

ZOMBIES

Rule Book

A Solo RPG By Errin Famiglia

Welcome to Anakron, Ohio. The future is bleak.

Rising from the ashes of the first nuclear world war, Anakron became the first metropolis of the postnuclear era. Were it not for the Regulators, the city would have fallen to chaos years ago. While a select few live in prosperity and security, the majority of Anakron's citizens, the Dregs, live in squalor and violence. Even worse, the city is infested with the living dead, the Zombies, who have somehow found a second life due to the radiation of the nuclear-devastated wastelands which surround Anakron. Determined to overrun and lay siege to the city, the Zombies are thought to be controlled by an elder group of intelligent undead, the Skeletals, endowed with strange radioactive abilities. It is even rumored that some Zombies are evolving into a tougher breed of living dead known as Ghouls...

You are the captain of a squadron of Regs, Regulators that regularly patrol the city to keep order, eliminate Dreg criminals, and destroy Zombie invaders. You and the six Regulators under your command will patrol the city to fulfill your sworn duties to maintain law and order within Anakron. All dangerous Dregs must be brought to justice; All Zombies must be destroyed on sight. You have your orders.

Running a Regulator Squad

To play this game, you need the four books which make up the game: the *Rule Book*, the *Reg Book*, the *Dreg Book*, and the *Zombie Book*. You will also need two six-sided dice, a pencil, and some paper; Miniatures may be used to accentuate gameplay. This game is normally played solo, but other players may take the roles of whichever squad members you allow them to, except for *Regulator Captain*, which will be your role. If you are not playing with other players, you will take the role of all members of your *Regulator* squad.

The *Regulator Squad* will consist of a *Regulator Captain*, a *Regulator Officer*, a *Regulator Medic*, a *Regulator Shotgunner*, a *Regulator Sharpshooter*, a *Regulator Riot Control*, and a *Regulator Assault Unit*. Each *Regulator* has their own unique skills and equipment. All *Regulators* work together as a tight, effective paramilitary unit under direct control of the *Regulator Captain*.

Each type of *Regulator* has their own description page. Each description page has the *Regulator* type's name, picture, statistics, weapons, armor, and special abilities. The description pages of the *Regulators* are in the *Reg Book*.

Use of the *Regulators'* statistics, equipment, and abilities is explained in the "*Patrolling Anakron*" section and the "*Combatting Dregs & Zombies*" section in the *Rule Book*.

Patrolling Anakron

The Regulator Squad will begin their Patrol at Regulator Headquarters, within a section of the city known as a Sector.

To start out, the Squad will move one Sector away from Headquarters. From then on, the Squad will move one Sector away from or towards Regulator Headquarters. The direction moved is chosen by the Regulator Captain.

Keep track of the number of Sectors the Regulator Squad is away from Regulator Headquarters.

When the Regulator Squad moves into the Sector that is Regulator Headquarters, all Regulators in the Squad have their Initiative, Combat Skill, Life Points, and Armor returned to their starting number. All Weaponry is restored to the starting quota for each Regulator, with any lost Weaponry being replaced. Any Regulators that died on Patrol are replaced by a new Regulator of the same type.

When the Regulator Squad moves into a Sector that is not Regulator Headquarters, a Patrol Roll is made.

To make a Patrol Roll, roll 2d6 and consult the following:

Roll of 7 = The Sector is free of any trouble. Move on.

Roll of 5, 6, 8, or 9 = Roll 2d6 for the number of Dregs and/or Zombies encountered. Roll for each type of Dreg or Zombie encountered, with Rarity Rolls made for all Dregs and Zombies.

Roll of 4 = Roll 2d6 for the number of Dregs and/or Zombies encountered. Roll for each type of Dreg or Zombie encountered, with Rarity Rolls made only for Dregs, as all Zombies are encountered without making a Rarity Roll.

Roll of 10 = Roll 2d6 for the number of Dregs and/or Zombies encountered. Roll for each type of Dreg or Zombie encountered, with Rarity Rolls made only for Zombies, as all Dregs are encountered without making a Rarity Roll.

Roll of 2 or 3 = Roll 2d6 for the number of Zombies encountered. Roll for each type of Zombie encountered, rerolling if a Dreg is rolled. All Zombies are encountered without making a Rarity Roll.

Roll of 11 or 12 = Roll 2d6 for the number of Dregs encountered. Roll for each type of Dreg encountered, rerolling if a Zombie is rolled. All Dregs are encountered without making a Rarity Roll.

Ghouls and Skeletals (including Radiation Skeletals) are considered to be Zombies for purposes of gameplay.

When rolling for which type of *Dreg* or *Zombie* is encountered, roll 1d6 twice. The die roll of the first roll is the first number used to determine the *Dreg* or *Zombie* encountered; The die roll of the second roll is the second number used to determine the *Dreg* or *Zombie* encountered. Each type of *Dreg* or *Zombie* is therefore designated by a first number and a second number. Use the following to determine which type of *Dreg* or *Zombie* is encountered, designated by first number and second number:

1,1 = <i>Dreg Innocent</i>	4,1 = <i>Zombie Executive</i>
1,2 = <i>Dreg Dolly</i>	4,2 = <i>Zombie Cannibal</i>
1,3 = <i>Dreg Dog</i>	4,3 = <i>Zombie Athlete</i>
1,4 = <i>Dreg Youth</i>	4,4 = <i>Zombie Butcher</i>
1,5 = <i>Dreg Punk</i>	4,5 = <i>Zombie Firefighter</i>
1,6 = <i>Dreg Veteran</i>	4,6 = <i>Zombie Demolisher</i>
2,1 = <i>Dreg Looter</i>	5,1 = <i>Zombie Gravedigger</i>
2,2 = <i>Dreg Brawler</i>	5,2 = <i>Zombie Harvester</i>
2,3 = <i>Dreg Bruiser</i>	5,3 = <i>Zombie Psycho</i>
2,4 = <i>Dreg Enforcer</i>	5,4 = <i>Zombie Reg</i>
2,5 = <i>Dreg Thug</i>	5,5 = <i>Zombie Reg Captain</i>
2,6 = <i>Zombie Girl</i>	5,6 = <i>Green Ghoul</i>
3,1 = <i>Zombie Boy</i>	6,1 = <i>Grey Ghoul</i>
3,2 = <i>Zombie Housewife</i>	6,2 = <i>Skeletal Skald</i>
3,3 = <i>Zombie Nurse</i>	6,3 = <i>Skeletal General</i>
3,4 = <i>Zombie Lunchlady</i>	6,4 = <i>Radiation Warrior</i>
3,5 = <i>Zombie Senior</i>	6,5 = <i>Radiation Wizard</i>
3,6 = <i>Zombie Businessman</i>	6,6 = <i>Radiation Reaper</i>

When the type of Dreg or Zombie is determined, a Rarity Roll is made, unless stated otherwise. To make a Rarity Roll, roll 2d6. If the number rolled is equal to or greater than the Dreg's or Zombie's Rarity Factor, the Dreg or Zombie is encountered. If the number rolled is less than the Dreg's or Zombie's Rarity Factor, the Dreg or Zombie is not encountered; Reroll to determine another type of Dreg or Zombie to be encountered, including another Rarity Roll.

Continue to determine each type of Dreg or Zombie encountered until all Dregs and Zombies encountered have been determined.

Once all Dregs and Zombies encountered have been determined, a Combat occurs, as explained in the "Combatting Dregs & Zombies" section.

Each type of Dreg or Zombie has their own description page. Each description page has the Dreg or Zombie type's name, picture, statistics, weapons, armor, and special abilities. The description pages of the Dregs are in the Reg Book. The description pages of the Zombies are in the Zombie Book.

Use of the Dregs' or Zombies' statistics, equipment, and abilities is explained in the "Combatting Dregs & Zombies" section, as well as this section, of the Rule Book.

Combatting Dregs & Zombies

A Combat occurs when the Regulator Squad encounters a group of Dregs and/or Zombies.

A Combat takes place in a series of Combat Rounds.

Each Combat Round, the Regulators, Dregs, and Zombies make attacks in order of highest Initiative to lowest Initiative. If a Regulator has the same Initiative as a Dreg or Zombie, the Regulator makes attacks before the Dreg or Zombie. If more than one Regulator has the same Initiative, the Regulator Captain chooses which Regulator makes attacks before the other. If a Dreg or Zombie has the same Initiative as another Dreg or Zombie, the one with the higher Combat Skill makes attacks before the other; Should they have the same Combat Skill, the one with the higher Rarity Factor makes attacks before the other. If a Dreg or Zombie has the exact same Initiative, Combat Skill, and Rarity Factor as another Dreg or Zombie, roll 1d6 for each, rerolling if the die rolls are tied; The Dreg or Zombie with the higher die roll makes attacks before the Dreg or Zombie with the lower die roll, for the duration of the Combat.

When a Regulator makes attacks, they choose one weapon from their Weaponry to attack with. Each Shot the weapon has is used to make one attack. If a weapon has a number in parenthesis next to it's name, that is the number of times the weapon can be used each Patrol until the Regulator Squad returns to Regulator Headquarters. If a weapon's Damage is equal to a number of dice, the dice are rolled each time a Shot is used to make an attack.

Unless the weapon is a Grenade or Gas Cannister, choose one Dreg or Zombie to be attacked for each attack. For each attack, roll 2d6, adding the die roll to the Regulator's Combat Skill, then roll 2d6, adding the die roll to the Dreg's or Zombie's Combat Skill. If the weapon is a Grenade or Gas Cannister, all Dregs and/or Zombies are attacked. Roll 2d6, adding the die roll to the Regulator's Combat Skill, then roll 2d6 for each Dreg and/or Zombie, adding each die roll to each Dreg's and/or Zombie's Combat Skill.

If the Regulator's die roll plus Combat Skill is equal to or higher than the Dreg's or Zombie's die roll plus Combat Skill, the attack hits and the Dreg or Zombie loses an amount of Life Points equal to the weapon's Damage. If the Regulator's die roll plus Combat Skill is lower than the Dreg's or Zombie's die roll plus Combat Skill, the attack misses and the Dreg or Zombie avoids losing any Life Points.

When a Dreg or Zombie makes attacks, they will normally have only one weapon in their Weaponry to choose to attack with. Each Shot the weapon has is used to make one attack.

To determine which Regulator the Dreg or Zombie makes an attack against, roll 1d6, using the following to determine which Regulator is attacked:

- | | |
|--------------------------|----------------------------|
| 1 = Regulator Officer | 4 = Regulator Sharpshooter |
| 2 = Regulator Medic | 5 = Regulator Riot Control |
| 3 = Regulator Shotgunner | 6 = Regulator Assault Unit |

If the Regulator determined is not in the Combat, then the Regulator Captain is determined to be the one attacked.

For each attack, roll 2d6, adding the die roll to the Dreg's or Zombie's Combat Skill, then roll 2d6, adding the die roll to the Regulator's Combat Skill.

If the Dreg's or Zombie's die roll plus Combat Skill is equal to or higher than the Regulator's die roll plus Combat Skill, the attack hits and the Regulator loses an amount of Life Points equal to the weapon's Damage. If the Dreg's or Zombie's die roll plus Combat Skill is lower than the Regulator's die roll plus Combat Skill, the attack misses and the Regulator avoids losing any Life Points.

If a Regulator, Dreg, or Zombie loses Life Points from an attack, they make an Armor Roll unless their Armor is 0. To make an Armor Roll, roll 2d6. If the die roll is greater than the Regulator's, Dreg's, or Zombie's Armor, they lose Life Points from the attack as normal. If the die roll is equal to or less than the Regulator's, Dreg's, or Zombie's Armor, they lose 1 from their Armor instead of losing any Life Points. If a Regulator's, Dreg's, or Zombie's Armor is reduced to 3 or less, it becomes 0.

If a Regulator's, Dreg's, or Zombie's Life Points are reduced to 0 or less, they die and are removed from Combat. If a Regulator Captain dies, the game ends.

Once all Regulators, Dregs, and Zombies make their attacks in a Combat Round, the Combat Round ends and a new Combat Round begins, unless all Dregs and/or Zombies have died, in which case the Combat ends.

When a Combat ends, the Regulator Squad moves on from the Sector.



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Regs, Dregs, & Zombies Solo RPG
was created and written by ***Errin Famiglia***.

RD&Z was inspired by the clipart of ***MegaMinis.com***, a site whose ad I was more than happy to include. Please check them out; If you like this game, they have the perfect miniatures for it.

