

Year of the Zombie

A SURVIVORS GUIDE TO RISEN AMERICA

ISSUE 2

SEARCHING THE CITY

TIM WILLARD & JOHN PICOT



YEAR OF THE ZOMBIE

A SURVIVOR'S GUIDE TO RISEN AMERICA

VOLUME THREE: SEARCHING THE CITY

I left the wimmen folk behind. They had things to care for, things to help one another with, and things that no man should be present for. Those two scumbags had used them hard, even the wee ones, and I didn't regret makin' sure their passing was hard one bit. I slid the door shut, and waited for them to lock down the bar before I began stepping through the wreckage of the torn up auto-shop.

I was feelin' a mite ornery when I stepped out into the street. The cold air made me cough, almost bending me over, and one of them fairly vicious ones snarled at me. I didn't feel like takin' no guff from no corpse, so I smacked him across the puss hard enough to stagger him. He looked at me sadly, moaned, and wandered away, letting me finish coughin' in peace.

The university and the airport were both busts, and none of them Army checkpoints I'd seen were any better off. That meant I needed to go toward the city center more, to where the gunfire was coming from, to where some of the lights were still on. I figured I'd head sideways, climb up onto 289, and scope out the Civic Center.

The trip there took me forever. In several cases the deaders were thick as flies on a mule's hind end. A disco had music playing and the lights going, the shattered windows revealing a dance floor empty except for the dancers who were way past being alive. The dead packed the street, all pushing and jostling to get toward the disco, I figure they were lured there by the heavy bass of the music.

Once I pushed mah' way past them, the going got a bit faster, and I hiked up to the 289. I hiked a ways down to an overpass and climbed up on a burnt out Army tank so I could survey the city. Several blocks had burnt all the way

down, and I could see thousands, tens of thousands, of the dead surrounding the civic center. I could see buses stuck in the mob of bodies, military trucks, and even a news van. Mah' brain refused to figure the possible number of them. There was a tattered banner hanging that read: "NO FOOD, NO WATER, GOD HELP US!" that was flapping in the breeze, and I turned away from scene of hopelessness and began scanning the town.

Several of the taller buildings still had power, but I doubted there'd be any permanent survival groups in those towers. They were just waiting for a lightning strike or fire to be turned into a deathtrap. No room to grow green things a body needs, and not easily defended. They'd be deathtraps anyway, like the piles of rubble that had once been their brothers. I counted at least six collapsed buildings, and wondered idly what had happened to them.

However, I could see two sets of lights



YEAR OF THE ZOMBIE

that gave me hope. Both sets were only a few blocks away from another, and I could read one's sign that said: "FORT HOOD GONE!" and the other that read: "OK MANAGED TO TAP WATER!" As I watched both signs rolled back up. On the rooftops both had "ALIVE INSIDE!" painted on the roof and lit up by powerful lights. I could see guards on the roofs too, with mah' binoculars.

The ones to the east were all carrying swords as well as a mixture of rifles. All of them those Nippon swords I'd seen in some of the new movies. Dressed like Texans, but packing some fairly large blades on their hips, I could see them led by a man whose calm self-assurance I could see through the binoculars. The other roof looked a bit more ramshackle, a bit more like I expected. T-shirts, tank-tops, they looked more like they were still wearing the same clothing that they were when all this started, while the ones packing the swords were all wearing blue coveralls.

Still, they weren't that far off, probably a couple dozen blocks at the most. I figured I'd head toward the sword swingers first, and hope they weren't no cult or some type of weirdo crap like that.

Well, they weren't going nowhere fast, so I paused a moment to take off mah' boots and wiggle mah' toes, letting the air get to them. Mah' athlete's foot was back again, that stubborn fungus I'd caught in the showers of the Missouri and that had stuck with me ever since. Finally, mah' chest eased up and I slid back on my boots with a sigh of regret, jumped down from the big ass Army vehicle, and started walking.

The streets were trashed, with rubble, smashed cars, rotting bodies, and paper blowing about. At one point I had to wade through knee-deep paper. Not as much of it was newspaper as you might think, a scattering of money here and there, most of it looked like office supplies. I climbed over the wreckage of a fairly large building that had collapsed and taken down several buildings with it. Memories of them Ah-rabs attacking New York City flashed through my mind as I crossed the twisted wreckage. Some of the girders were taller than

me, and thicker too. They were rusty now, the springtime showers quickly leaving their mark.

Ah sensed her before I saw her, my left hand sweeping aside my trench coat, my right diving to my gun belt and hauling out that chunk of Army pig iron in one smooth motion. I stepped behind a deader to give myself cover as my eyes swept the street.

She was standing on the fire escape, some slick little gun that looked pretty menacing pointing at me. I let her see the red dot move up her arm and vanish from her field of vision as it crawled onto her face. I nodded upwards and flicked my heater up so the little dot flew upwards.

"Looks like ya' got some friends, little lady." I told her. She looked up and saw the deaders that were climbing out of an open window and down the same fire escape. One was pushed too hard and tumbled over the railing, falling headfirst to the alley and spattering brains all over the place.

"Better get a move on." I told her, switching from the pistol to the rifle. There were several deaders in the alleyway, and I flicked the selector to auto, remembering my old Navy training, and butted the stock to my cheek and into my shoulder. I stroked the trigger, and the rifle made a whistling noise. All four went down with headshots, the bullets passing through and hitting the building at the far end of the alley.

The girl grabbed the railing and jumped, her heavy boots taking the shock of her landing, although if you bent me the way she did, you'd snap my flaming spine. The noise of her boots, and her explosive exhale caused the heads of the Risen around me to look toward her. Three quick drill field smashes with the butt of that rifle dropped all three of them. I killed them as I moved toward her, stopping next to her. She was still in a crouched pose, looking at the damage I was causing silently. I turned away from her and the mouth of the alley, bringing the rifle up again and firing with quick trigger pulls. The weapon made less sound than her landing, and I emptied out the rest of the clip as I cleared the street.

"Get on up, girl, this ain't no place to be posing." I told her. She nodded grimly, the scar on

YEAR OF THE ZOMBIE



where they'll be safe till I get back." She moved up next to me, and cocked an eyebrow, and I shrugged and told her where they were, finishing up with: "Just in case I don't make it, little lady."

"Winter. As in discontent." She told me. I smiled, coughed for a moment, and nodded to her. She was backing up; pistol out, and it dawned on me that the deaders were homing in on her somehow. Ignoring me, but slowly lurching toward her. She was ready to start pulling the trigger on her slick little iron when I reached out and pushed it down.

the side of her face bright red.

Looked like she'd been roughed up in the not too distant pass, her nose bruised from being broken, and the right side of her whole purty face bruised up.

I'd given her the time she needed to stand up, and she backed into the alley slightly. I could see her leveling that slick little heater of hers toward my head in the moon-shadow.

"I wouldn't, girly. If I don't kill ya', them walking corpses will." I told her.

"Who are you?" she asked, her voice was somewhat unsteady, a little breathless, and downright 100% Texas lass. Reminded me of a freckle faced ol' gal I met down El Paso way a few decades back.

"Marion Samuel Lafferts, ma'am, at your service. Please pardon me not tippin' mah' hat." I told her, lifting up the rifle and knocking over a couple of walking corpses that ambled into the crossways. "I'm looking for a group of survivors who ain't in need of glass belly buttons."

She laughed, and dropped the pistol down. "I haven't heard that since my father left." She said. "You in need of shelter?"

"Found some wimmen folk that done been used hard by ne'er do wells. Need somewhere to put them safe." I told her. "I done left 'em

"Don't, it makes them move in faster and attracts more. Let me." I told her. I let the hot shit rifle fall to my side and drew my knife. No sense in making more of a racket for just a half dozen of them. I moved in on each one, stepping behind it, grabbing it, and jamming my knife into its ear.

It didn't take too long, and I turned back, coughing into one of my handkerchiefs, and nodded to her.

"Now we can start moving." I told her. "Lead the way, Winter."

She began trotting, keeping the deaders covered, rather than opening fire on every one of them she saw. Winter looked at me when one of the runners came toward her, and I let my rifle fall, stepped forward, grabbed the man by the collar, kicked his feet out from under him, and rode his jaw onto the pavement. I felt it cave in, and the neck splinter when we hit, and stood up, dusting off my coat and flexing my fingers. Winter nodded in approval, and we moved on.

She followed me back; we had to skirt where I knew there were masses of the walking dead. I may be unclean to them, but they definitely showed interest in Winter's hide.

YEAR OF THE ZOMBIE



Still, the little filly definitely had common sense, staying quiet as we moved. When we stopped for a quick water break for her, and for me to try to cough up my boot soles, she noticed the smear of blood on my handkerchief before I tucked it back into my pocket.

“Chemical weapon?” she asked. I shook my head, and before I could answer, she asked: “Cancer?”

“That and TB.” I told her, and then held up my hand. “I ain’t contagious, if’n that’s your worry. Only hombre it’s killin’ is me.” She nodded again.

“What’s with the hitch in yer step?” she asked. “You move... funky.”

“An adventurous youth.” I told her, and the young woman with the bar code below her eye nodded and dropped it.

“Ain’t you gonna’ ask about my face, Mr. Laferts?” she asked. I could hear a little girl in her voice, a little girl who was afraid of what I was

going to say.

“Why? Something wrong with it?” I asked, staring at her eyes. She flushed slightly under the bruises and scars and cast her eyes downward real quick. “We need to get moving again.” I told her, nodding at the living dead who were trying to climb the hill, most of them without much success. She nodded and followed me as we walked around the crowd. Whenever one got too close, I pushed them over, and kicked the more insistent ones in the head when they went down. She was completely silent, and breathing through her nose in order to keep her noise to a minimum.

With no noise, they were a bit more torpid than normal. We didn’t see any of those fast and aggressive ones that preferred to charge into the fray against anything that looked different. Still, the moon had gone down by the time we reached the auto parts store. I went ahead and looked to see if the crowd was gathered

around still munching down on the two scumbags I'd dropped earlier on.

There was only a few wandering about, one licking the stains on the pavement, and I motioned for Winter to come on and hurry. While she moved over to me, I kept her covered as she moved up the street, watching for any of those fast hombres. Once she was next to me, we moved into the old auto parts store carefully, keeping a watch for any deaders who liked auto parts or tools. The place was empty, and we moved up and knocked on the door.

I heard the bolt be drawn back, and when the door opened, the two little girls slipped out and made a run for it. The blond one was screaming as she fled, but the brown haired tyke was silent, and stopped long enough to give me the finger with the hand that wasn't carrying a knife before she vanished into the darkness. Winter made to go after them, but I grabbed her elbow and shook my head.

"It's too late, lettem go." I told her, desire to save them being quelled by realism. The three women remaining looked at me; and the oldest a comely lass under the dirt, asked me why I wasn't hurrying after the tykes.

"One's meat by now, the other's willing ta' kill to be free. No sense in throwing ourselves after them." I said, my voice carrying over the other wimmen folk's arguments for me to go after the kids. The brunette with the limp and missing toenails kept glaring at me as I moved into the room while Winter locked the door behind us. They were dressed in the coveralls they'd managed to scavenge; the older one was hefting a large sledgehammer while the other two were carrying knives they'd found somewhere.

"Ladies, this here is Winter, as in discontent, and she's part of an enclave that I can take you to." All three turned and stared at me. "Ain't no way you three can make it across the city. I can, so can Pancho, but Winter here got lucky the first time, and ain't no how that you're going to make it with me." I finished.

"Winter, can you drive one of them hot-shit military tanks?" I asked her. She shook her head. "Can you drive one of them big ol' pickups?"

"I think so. Why?" she asked me. She was

standing back from the other three women, and it suddenly struck me how different they were from one another.

"I'll go get one. You get them ready. When you hear me honk, open that door and come running. You'll drive, I'll grab Pancho, and you can lead the way to your friends." I said. I tipped my hat to the ladies as I walked over to the door. "I'll be back, ladies."

The door slid shut behind me, and I could hear the sound of the bar sliding into place. I breathed a sigh of relief to be out of that room.

I wasn't too good with people.

--In God's Grace;

M. Samuel Lefferts

Winter (Fast Hero 4/Banger 4/Gunslinger 1): CR 9; Medium-size humanoid; HD 4d8+12 plus 4d8+12 plus 1d10+3; HP 69; Mas 16; Init +3; Spd 30 ft; Defense 21, touch 21, flatfooted 18 (+0 size, +3 Dex, +8 class); BAB +6; Grap +6; Atk +6 melee (1d4+0, tonfa), or +9 ranged (2d6+0, Baretta 93R); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL None; SV Fort +8, Ref +7, Will +5; AP 4; Rep +3; Str 10, Dex 17, Con 16, Int 15, Wis 14, Cha 12.

Occupation: Criminal (Hide, Move Silently)

Skills: Balance +9, Bluff +6, Climb +3, Drive +8, Escape Artist +10, Hide +16, Intimidate +4, Jump +5, Knowledge (Popular Culture) +4, Knowledge (Streetwise) +11, Listen +4, Move Silently +15, Read/Write Language +1 (English, Spanish), Sense Motive +5, Sleight of Hand +9, Speak Language +1 (English, Spanish), Spot +8, Survival +3, Tumble +11

Feats: Acrobatic, Advanced Firearms Proficiency, Alertness, Brawl, Burst Fire, Home Turf, Personal Firearms Proficiency, Simple Weapons Proficiency, Stealthy, Teamwork (Specific Group)

Talents (Fast Hero): Evasion, Uncanny Dodge 1

Talents (Banger): Gang Signs, Street Cred, Turf +1

Talents (Gunslinger): Close Combat Shot

Possessions: tonfa, Baretta 93R with 7 clips, cargo pants, work boots, knife, fragmentation grenade

Winter is originally from Dallas, Texas. Formerly a gangbanger, she left that life behind when she moved to Lubbock and tried to start her life over. When the Rising occurred, she was working at a fast food joint, and barely managed to escape when the Risen from the Texas Tech Massacre flooded into Lubbock.

The bar code underneath her left eye is a holdover from her gang life, but the huge scar on her left cheek is more recent and barely healed. While at one of the refugee stations during the second week of fighting

she was too close to an exploding vehicle, and the side of her face was seriously burnt. Winter is tough and self-reliant, but able to work with other people toward a goal. She stands 5' 6" and weighs 145 pounds, with green eyes and brown hair cut short. She is in excellent physical condition and intends on staying alive at all costs.

On Zombie Attractors

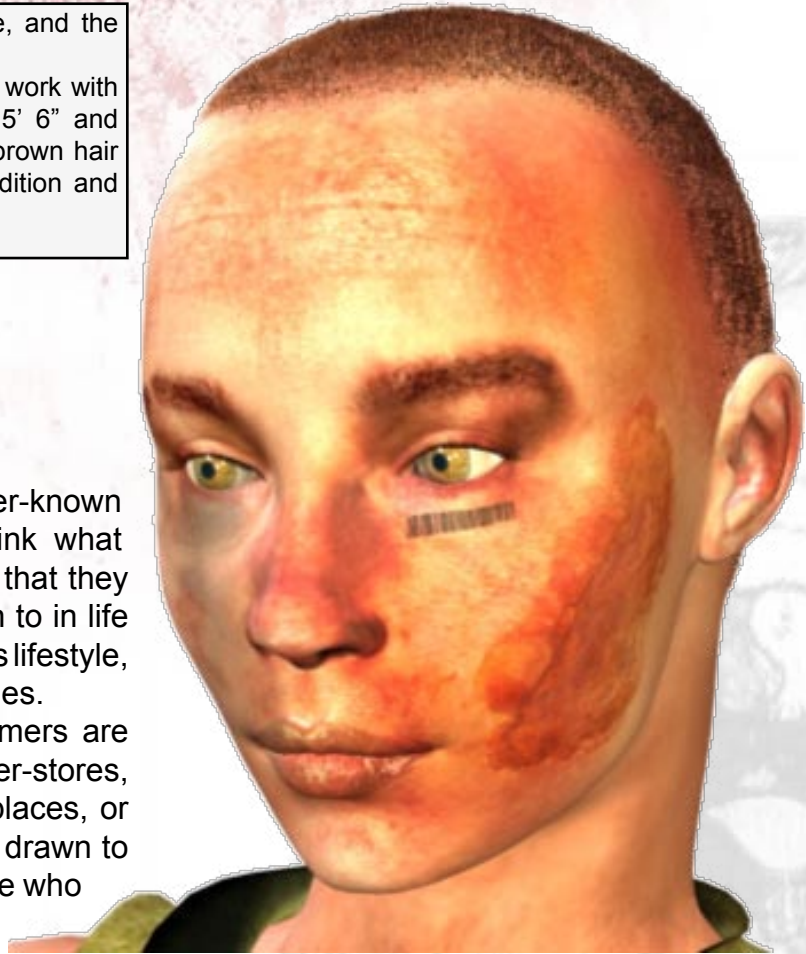
Lights and voices are the better-known ones, but many survivors never think what really draws zombies. While the fact that they are drawn to places they were drawn to in life remains a steady constant, with today's lifestyle, there can be some fairly major changes.

Yes, those who were super-consumers are drawn to shopping centers and super-stores, but there are those who worked at places, or wish they worked at places, who are drawn to those places in death. There are those who enjoyed dance, or found nightclubs a place to find what they really want. Those will find themselves drawn to any nightclub.

Music, especially heavy bass music, attracts the Risen for blocks, and they will flood the dance floor, while those outside try to push their way in. Loud, rhythmic noises may be what draw the risen to a place where construction or fortification is taking place.

Gunshots in life attract people, because of the natural curiosity to see what happened. For zombies this is even more of an attractant. To the walking dead, gunshots mean food!

In death a person's eyes cloud over and form cloudy cataracts, which cannot be seen through. The Risen are not immune to this effect and in reality do not truly SEE their victims. Rather they get on by using touch, hearing, and smell. This accounts for the way they shuffle and stumble around more than any explanation of muscle deterioration or wounds (although these might factor in also). A zombie doesn't eat another zombie because it's not warm, smells dead or wrong, and even



though it might make noise, isn't making any significant audible noise to attract it further.

The rules state that on a zero a normal conversation can be heard from 10 feet away. At 100 feet combat can be heard, and even a sleeping character gets a -10 to the DC to hear combat going on nearby. That means even a passive zombie just shuffling or sitting around has a decent chance to hear characters creeping around, talking, or making noise if they aren't taking pains to stay quiet.

The Colt M4 Carbine - Deconstructed

Overview

The M4 Carbine can trace its origins all the way back to the AR-15, manufactured by Armalite, and is shorter and lighter than the M16A2 Assault Rifle it replaced. The M4, adopted in 1994 by the US Army, was intended to replace some M9 Pistols, as well as some obsolete M3A1 SMG's and M16A2 Rifles, the new weapon was lighter, smaller and more comfortable to carry than its predecessors. This compact design led to its adoption by the US Special Operations Command for use within its Special Operations teams.

Later modifications to the M4 Carbine, saw the weapon fitted with the M16A3 flat top receiver with integral NATO M1913-specification (Picatinny) rail, instead of the integral carrying handle, and a change to the firing mode from safe/semi-automatic/3-round burst (S-1-3) to safe/semi-automatic/fully automatic (S-1-F).

Both models fire 5.56 x 45mm standard NATO ammunition, are gas-operated, air-cooled, magazine-fed, with selective fire and a 4-position sliding buttstock. A fixed stock can also be fitted but this is not common. More importantly the M4 is over 80% compatible with parts from the M16A2, reducing its reliance on specialised component stock.

A more recent variation on the M4A1 Carbine is the M4A1 Model 921HB, this has a heavier barrel designed to improve heat dissipation and which make it more accurate.

Finally, with the Picatinny Rail, the M4 has a large range of add-on components from iron sights to laser designators.

Specifications

The M4 Carbines specifications are, according to Colt:

Caliber:	5.56x45mm NATO (.223 Rem)
Weight without Magazine:	5.9 lb (2.68Kg)
Empty 30 Round Magazine:	0.25 lb (0.11Kg)
Loaded 30 Round Magazine:	1.0 lb (0.45Kg)
Overall Length:	33 in (84 cm)
Stock Retracted:	29.8 in (76 cm)
Barrel Length:	14.5 in (37cm)
Bore Characteristics:	Hard Chrome Lined: 6 Lands and Grooves, 1 Twist in 7 in (178 mm), Right Hand.
Method of Operation:	Gas; Direct System; Locking bolt
Muzzle Velocity:	2900 ft/sec (884 m/sec)
Muzzle Energy:	1645 Joule
Effective Range:	600 m
Front Sight:	Adjustable front
Rear Sight:	M16A4 target style sight adjustable for windage and elevation to 600m
Sight Radius:	14.5 in (37 cm)
Cyclic Rate of Fire:	700-950 rpm
Fire Control Selection:	Safe - Semi - Full Auto
Upper Receiver:	Flat Top With Detachable Carrying Handle



YEAR OF THE ZOMBIE

However, several other sources point at the effective range being between 300m and 500m. Although this is less than the longer M16, military analysts suggest that in the more urban theatre of operations, ranges above 300m are unnecessary.



Weapon	Damage	Crit	Type	Range	RoF	Mag	Size	Wgt	Pur	Rest
Colt M4	2d8	20	Ball	60 ft	S, A	30	L	7 lbs	16	Mil +3

Optional Rule

As has been pointed out in numerous articles and posts, the weapons range are wildly inaccurate, generally being out by a factor of 3 from the real world. This is shown by the M4 Carbine having a range increment of 60 ft., and thus a maximum range of 600 ft; whereas the official figures put this range at 600 m.

The simple way, therefore, to increase the ranges to more accurately reflect the real world ranges is to simply multiply the range increment by 3.

If however, you prefer the closer ranges of the normal game, or fear that the increased ranges will reduce the game to a standoff long-range shooting match, you can keep the ranges as they are.

SOPMOD Block I

With the adoption of the M4A1 Carbine, US Special Operations Command saw the need for a configurable or modular add-on kit. The Special Operations Peculiar Modification (SOPMOD) Block I Kit was developed.

Unlike most developments, the SOPMOD Kit was not the product of one supplier, and tenders were taken from various manufacturers for the individual contracts.

The current Block I kit consists of the following items.

Knight's Armament Company Rail Adapter System (RAS)

The core of the SOPMOD Kit, the Knight's Armament Company (KAC) RAS provides a number of hard-point mounts on the M4 Carbine to attach the various SOPMOD options. These

"Picatinny" rails mean that the weapon is configurable for a specific mission.

A gun fitted with a RAS can have its configuration changed in a few minutes, using standard tools and without any special engineering skills.

Trijicon Reflex 4.3 MOA Amber Dot



Trijicon REFLEX DUAL-ILLUMINATED ADVANCED-COMBAT REFLEX SIGHT The New Standard for Instant Any-Light Shooting Accuracy, Trijicon's enhanced Reflex II is the natural evolution in speed-with-precision shooting and true-colour target acquisition. It gives you maximum accuracy and true-to-life targeting, instantly, without failure-prone batteries.

The Trijicon Reflex 4.3 MOA Amber Dot has a flattop adapter, polarizing filter and dust cover. The unit is 4.25 inches long, 1.35 inches wide, 1.65 inches high and weights 4.2 ounces.

The amber dot, which adjusts its intensity using a fibre optic light gathering system and tritium lamp, allows troops to acquire targets quickly for close quarters battles. As the sight allows for the use of both eyes, peripheral vision is not affected by its use.

Benefits: Halves darkness and shadow penalties, allows use at "High Ready" position. Provides the acquisition of a target as a free

action and a +1 equipment bonus to strike.

Trijicon ACOG 4x32 sight

TA01NSN Trijicon ACOG 4x32 sight was designed specifically for the US Special Operations Command SOPMOD M4 Carbine. The M4 Trijicon ACOG 01's are a compact and ruggedly designed scope and a valuable addition to any rifle. The black daytime reticule in the Trijicon Scope ACOG 4x32mm glows red at night and in low light due to its tritium composition. Unique to the Trijicon ACOG sights is its internal adjustment capability - only the prism housing moves - making this the most rugged scope available. Aerospace seals make the Trijicon A.C.O.G. scopes waterproof to depths greater than 500 feet. A hole through the M16 integral base permits use of the iron sights without removal of the scope.

The tritium lit 4x-magnification scope combines long-range, precision marksmanship and close-in aiming speed.

Specifications for Trijicon 4x32 ACOG 4x32 Scope w/ Yellow Centre Illumination for M4A1:

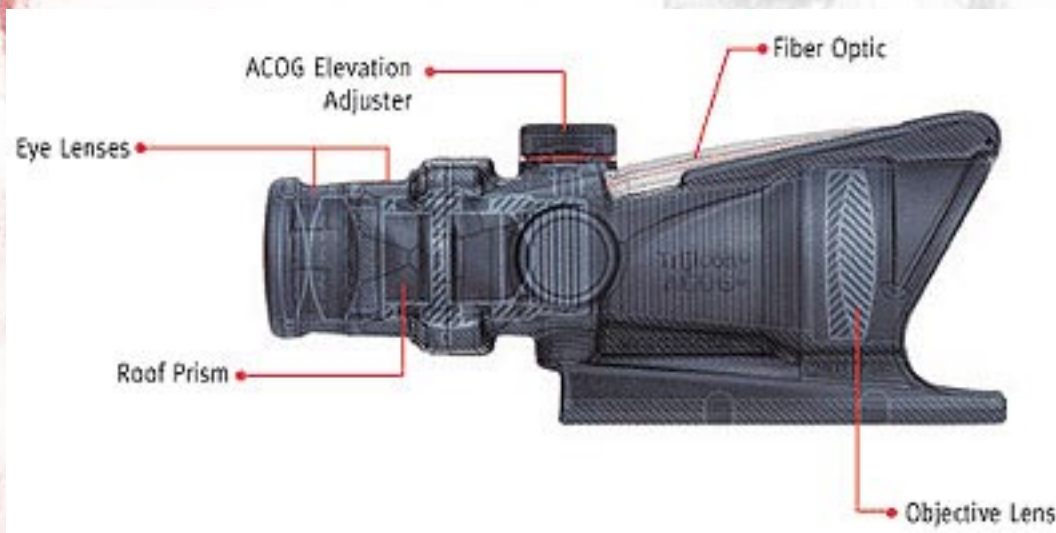
Benefits: This halves the range penalty as well as allowing the user to rapidly shift and acquire targets as a free action.

Aimpoint CompM2 (ECOS-N)

The CompM2, also known as the M68/CCO (when used by US forces), is the standard sight for the U.S. Army and U.S. Air Force as well as the armed forces of many NATO countries. Due to its compatibility with all generations of night vision device (NVD), the CompM2 is ready for use around the clock. The CompM2 is completely submersible and will withstand pressures up to 2,5 atmospheres allowing it to be taken up to 25 meters underwater.

The Aimpoint CompM2 allows for quick acquisition of the target with a high hit probability.

Benefit: Provides the acquisition of a target as a free action and a +1 equipment bonus to strike. Allows use at "High Ready" position.



Magnification	4X
Eye Relief:	1.5 in
Exit Pupil:	8 mm
Field of View:	7.0 degrees
Length:	5.8 in
Weight:	9.9 oz
Field of View:	36.8 ft at 100 yds
Adjustment:	3 clicks per inch at 100 yds
Tritium Activity:	100 milliCuries in one source

Insight Technologies - AN/PEQ-5 Carbine Visible Laser

Insight Technology's Carbine Visible Laser or CVL is currently in use with some of the world's most elite forces. The incredibly compact and rugged aiming light is easy to mount, quick to zero, and provides unmatched beam quality and performance.

This sight can be used for normal aiming and also laser guided munitions.



Benefit: Provides a +1 equipment bonus to attack rolls.

Insight Technologies - AN/PEQ-2 Infrared Illuminator

Insight Technology's AN/PEQ-2A is a Weapon-Mounted IR Aiming LASER and Illuminator. This Battle-Tested Tool Provides NVG-Equipped Operators a Tremendous Advantage in Lowlight Confrontations.



It has two infrared laser emitters—one narrow beam used for aiming the gun, and one wide beam used for illuminating targets, like a flashlight. The beams can only be seen through night vision goggles. Each beam can be zeroed independently, and the illuminator's radius is adjustable. The two lasers are tied into one 6-mode switch, which has the following modes:

Mode	Marking	Targeting laser	Illumination laser
0	OFF	off	off
1	AIM LO	low power	off
2	DUAL LO	low power	low power
3	AIM HI	high power	off
4	DUAL LO/HI	low power	high power
5	DUAL HI/HI	high power	high power

- The US Military Standard for Night Direct Fire Aiming and Illumination
- IR Aiming Laser for First Shot Hit Capability
 - Range >2,000 Meters
- IR Illuminator for Target Detection
 - Adjustable Beam (Spot to Flood)
- Over 100,000 Produced for the U.S. Military
- Mounts to any MIL-STD-1913 Rail
 - M4
 - M240
 - M249
 - All U.S. Military Standard Direct Fire Weapons

There is a variant version AN/PEQ2A that prevents the operator toggling the high power laser and damaging their eyes.

Benefit: Provides a +1 equipment bonus to attack rolls when used with Night Vision Goggles. Can be used to guide munitions.

Northrop Grumman - AN/PVS-17A Mini Night Vision Sight

The Northrop Grumman Electronic System AN/PVS-17A Mini Night Vision Sight is a compact 2.25x magnification Night Vision Sight. Operated with a three-position OFF/ON/ON system. The first on position places the system in standby mode that can be activated by a remote push button, saving battery life and minimizing the need for shuttered eyecups. The second on position is for continuous use. The Red LED Dot projected on the reticule has five brightness levels controlled by its own selector.

Benefits: This halves the range penalty as well as allows the user to rapidly shift and acquire targets as a free action. Negates the penalties for darkness or shadow. Cannot be used in lit conditions or daylight.

Visible Bright Light II

This is essentially a flashlight that is mounted under the barrel. This item functions as a

YEAR OF THE ZOMBIE

flashlight.

Knight's Armament M4 / M16 "QD" NT-4 Sound Suppressor Kit

The Knight's Armament M4 / M16 "QD" NT-4 Suppressor, suppresses both the sound and flash of the weapon, allowing the operator to avoid detection. Unlike most suppressors, this does not affect the damage of the weapon or the stopping power.



Specifications:

Length: 6.6 Inches

Diameter: 1.5 Inches

Weight: 24 Oz.

Sound Level Reduction: 28 dB

Base Materials: Stainless Steels

Construction: Integral Weldment

Surface Finish: Black Moly-Coat Resin

Muzzle Compensator is Black Oxide Alloy Steel

M203 9" Barrel Assembly

The American M203A1 is intended for use with the M4 and M4A1 Carbine. The barrel is shortened to 9", and principally the M203A1 QD is able to quickly detach from the rifle, and be replaced by a Knight's Armament Company M4 RAS lower hand guard. An advantage of using a 40 mm grenade launcher on an assault rifle equipped with MIL-STD 1913 Rails is the attachment of various range-finding optics.





Insight Technologies - AN/PSQ-18A M203 Day/Night Sight

The design purpose of the AN/PSQ-18A M203 Day/Night Sight is to increase first round accuracy of the M203 and M203A1 Grenade Launcher by 25% with ranging capabilities of up to 600 meters. This function works in daylight and night conditions.

Benefit: Provides a +2 equipment bonus to attack rolls and negates any penalties due to lighting conditions.

Grenade Launcher Leaf Sight

This is the standard sighting mechanism for the M203 Grenade Launcher.

Forward Hand Grip

Attaching to the lower Picatinny rail, the Forward Hand Grip provides additional stability when firing. The handle cannot be equipped at the same time as the grenade launcher however.

Universal Pocketscope Mount

The Universal Pocketscope Mount allows the user to quickly change sights on the weapon. Changing a scope is a simple matter of removing two thumbscrews. Of course the sight has to have been previously zeroed on the weapon for this to work.

Benefit: User can change the sight on a weapon as a full round action. This will provoke an attack of opportunity if applicable.

Knight's Armament Backup Iron Sight

A backup Iron Sight is precisely that. With the increase in optical sights, the iron sight is becoming a backup option.

Optional Rule

Recent research in ballistics has lead to the development of an Armour Piercing shell for small arms such as the M4.

The 5.56 AP round penetrates 12 mm armour plate at 100 m. The 7.62 AP round penetrates 15 mm armour plate at 300 m. It also penetrates 120 mm Plexiglas helicopter protection and is highly effective on brick and concrete walls and causes no barrel wear.

Cartridge, 7.62mm AP, M993 and the Cartridge, 5.56mm AP, M995 are similar in design. Both cartridges employ a tungsten core within a jacketed bullet envelope. The projectiles are crimped onto a brass cartridge case with a standard propellant charge. The shaped tungsten core provides enhanced armour penetration over the standard issue cartridges.

The M993 7.62mm AP round enhances the performance of the M60 and M240 7.62mm machine guns and the M24 Sniper Weapon System over the M80 Ball by effectively increasing the engagement ranges against lightly armoured targets.

The M995 5.56mm AP round provides the 5.56mm weapons systems M249 machine gun, M16A2 Rifle, and M4 & M4A1 Carbine, with the increased capability to penetrate lightly armoured vehicles and fortified positions at extended ranges. Currently, there is no AP cartridge in the 5.56mm cartridge inventory.

In game terms the 5.56mm AP round ignores the first 5 points of hardness, whilst the larger 7.62mm AP round ignores the first 10 points of hardness.

YEAR OF THE ZOMBIE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity. 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work

that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Year of the Zombie Copyright 2005, UKG Publishing, Author Tim Willard

Independence Day Massacre Copyright 2005, UKG Publishing, Author Tim Willard

OPEN GAMING CONTENT

Designation of Product Identity: The following terms are designated as product identity as outline in section 1(a) of the Open Gaming License: Year of the Zombie, Survivors Guide to Risen America

All rules are designated open game content, however all characters, NPC's and Flavour Text are copyright UKG Publishing: Author, Tim Willard & John Picot

CREDITS

Authors: Tim Willard and John Picot

Interior Art: John Picot & John Milner

Cover Art: John Milner

Layout: John Milner

Copyright 2006 UKG Publishing.

<http://www.ukg-publishing.co.uk/>