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LAST DAYS
ZOMBIE APOCALYPSE

Chaos Theory

A RANDOM GROUP GENERATOR FOR
LAST DAYS: ZOMBIE APOCALYPSE
AND
LAST DAYS: ZOMBIE APOCALYPSE: SEASONS

OSPREY
GAMES

Embracing the uncertainty of the zombie apocalypse can add a fun element of risk and uncertainty to a *Last Days: Zombie Apocalypse* campaign and open up wonderful modelling and painting opportunities for your Groups. Good luck and may the right survivor appear on your doorstep when you need them the most!

- Ash

Every Group of survivors during the apocalyptic ending of civilisation has a tale or two of how they came together. Random chance can thrust people from all walks of life together and total strangers can find themselves fighting shoulder-to-shoulder against the living dead.

As time goes on these differences can provide the edge a Group needs to compete against their rivals and defend themselves from the endless hordes of zombies that continue to wander the earth long after the power has gone out.

Last Days: Zombie Apocalypse: Chaos Theory allows players to throw control to the wind and randomly generate a Leader as well as the survivors they have collected and forged into a Group. So many survival stories begin with the vagaries of fate deciding who-lives and who-dies and this can be a fun and exciting way of generating the cast of personalities you will be managing throughout the apocalypse.

In addition to the usual details of what type of Character a Leader may discover, their initial Equipment will also be generated. This prevents the usual 'maximising' of potential that can create imbalance in some campaigns and make it legitimately exciting when a truly unique piece of equipment is discovered.

Finally, a long list of Personality Traits have been added as an additional bit of trivia about each of the Characters in a Group. This can be a fun final note to help aid in model selection when it comes time to find or make figures for each of the Characters in a Campaign.

THE CREATION OF A GROUP

When assembling a Group, the first step will always be generating a Leader. You still only have a budget of 100 Scavenge Points with which to equip all of these members, so how far you wish to go creating each one will dictate how well armed the next one down the list will be… or if it is even possible to find another!

Once you have generated a Character you **must** make at least one roll on the Weapons and Equipment Table. You may make as many additional rolls as you like, up to the normal limit of two CQC and two Ranged weapons that any single Character may carry. Once your budget of Scavenge Points is expended however, you may not recruit any more Characters and any unspent points are put into the Group's Stash!

STEP 1: THE LEADER

LEADER TABLE		
Roll 1D6	Leader Type	Cost
1–2	The Everyday Hero	12
3–4	The Merciless Thug	15
5–6	The Professional	18

As is always the case when a Group of survivors emerges from the zombie apocalypse, the Leader will shape who the outliers are in their belief system and is the first Character that must be generated.

STEP 2: WEAPONS AND EQUIPMENT

Leaders will always be well armed to have made it as far as they have. Players must make at least one roll for the Leader on the Equipment tables to see what this important character carries to defend themselves against zombies and rival Groups. If the initial roll does not generate a Weapon of some type, the Character must roll again until it does. Ignore any rarity restrictions for generating Weapons when creating a Group in this way. If you get lucky, you get lucky!

Later Characters will roll on these same Equipment tables to determine what they are carrying when the Group forms.

Roll Once on the Weapons and Equipment Table to see what type of Equipment they are carrying. Each result from the Weapons and Equipment Table allows **one** roll of the specified table.

WEAPONS AND EQUIPMENT TABLE			
Roll 1D6	1–3	4–5	6
Item Type	Roll on the CQC Weapon Table	Roll on the Ranged Weapon Table	Roll on the Miscellaneous Equipment Table

CQC WEAPON TABLE		
Roll 1D6	Weapon Type	Cost
1–2	Club	2
3–4	Heavy Club	2
5	Knife	2
6	Heavy Blade	3

RANGED WEAPON TABLE	
Roll 1D6	Weapon Type
1–2	Roll on the Pistol Table.
3	Roll on the Shotgun Table.
4	Roll on the SMG Table.
5	Roll on the Rifle Table.
6	Roll on the Sporting Table. (Re-Roll if the Leader is Trained)

PISTOL TABLE		
Roll 1D6	Weapon	Cost
1–3	Revolver	2
4–5	Semi-Automatic	3
6	Magnum	3

SHOTGUN TABLE		
Roll 1D6	Weapon	Cost
1–4	Breech-Loading or Sawed-Off Shotgun	3
5–6	Pump-Action Shotgun	5

SMG TABLE		
Roll 1D6	Weapon	Cost
1–4	Surplus SMG	4
5–6	Military SMG	6

RIFLE TABLE		
Roll 1D6	Weapon	Cost
1–2	Hunting Rifle	4
3–4	High-Power Rifle	7
5	Surplus Assault Rifle	6
6	Military Assault Rifle	8

SPORTING TABLE		
Roll 1D6	Weapon	Cost
1–4	Hunting Bow	3
5–6	Hunting Crossbow	4

MISCELLANEOUS EQUIPMENT TABLE		
Roll 1D6	Weapon Type	Cost
1–4	Booze	2
5–6	Medical Supplies	2

Record each weapon or item of Equipment on the Leader or Character's roster sheet and pay the cost from your Scavenge Point budget. If you roll a type of equipment (Ranged Weapon, CQC Weapon, or Miscellaneous Equipment) that your Character is already carrying the maximum amount of, re-roll until you get a new Item type.

If you cannot afford the item generated, you may still buy it with whatever remaining Scavenge Points are in your budget. If the item in question is not a weapon, exchange it for a Club (which must still be paid for with your remaining Scavenge Points) and you may no longer generate Characters or Equipment, your Group creation is done!

Once you have decided to stop rolling for Equipment you may not return to a Character and generate more, they will need to find new gear during the Campaign!

STEP 3: THE REFUGE

Stumbling upon a safe place to hide can often pre-occupy a Group and once they've secured a location sufficiently, they may opt to stay in one place instead of attempting to find a more suitable location. After the Leader has been determined and their Equipment generated, the Refuge must be determined. This will dictate how many Characters are able to join the Leader from then-on as their Max Group Size will need to be respected.

REFUGE TABLE		
Roll 2D6	Refuge Type	Max. Group Size
2	Cabin in The Woods	5
3	The Gun Shop	6
4	The Bar	8
5	The Police Station	8
6	The Church	8
7	The Farmhouse	8
8	The Prison	10
9	The Sports Arena	12
10	The Campsite	12
11–12	The Mall	12

With the Leader determined and Refuge found, a cast of Characters will now be assembled to populate it. The instructions for this are found in the following section.

STEP 4: THE CHARACTERS

Assembling the Group will follow the same types of restrictions as the normal process laid-out in *Last Days: Zombie Apocalypse*. Instead of selecting Characters, however, roll on the following tables using the process as follows:

1. The first roll must be made on the table that shares the same Keyword as the Leader.
2. For the second roll, roll 1D6. On a 1–3 roll on the table with the same Keyword as the Leader. On a 4–6 roll on the table for the Neutral Keyword.
3. For the third roll, roll 1D6. On a 1 roll on the table with the same Keyword as the Leader. On a 2–4 Roll on the Neutral Table. On a 5–6 randomly select a Table with a different, non-Neutral Keyword (1–3 roll on table X, 4–6 roll on table Y).
4. Repeat Steps 1–3 until the Refuge is full or there are not enough Scavenge Points to recruit the generated Character or purchase Equipment. Any unspent Scavenge Points are placed in the Group Stash if the maximum Group size for the Refuge has been reached. When randomly generating Groups, ignore the rulebook rules for balancing Keyword types.

SELFLESS CHARACTER TABLE		
Roll 1D6	Character Type	Cost
1	Firefighter	12
2	Rescue Worker	9
3–4	Farmer	12
5–6	Good Samaritan	9

SELFISH CHARACTER TABLE		
Roll 1D6	Character Type	Cost
1	Survivalist	18
2	Crony	3
3	Goon	9
4	Burglar	12
5–6	Gang Member	6

TRAINED CHARACTER TABLE		
Roll 1D6	Character Type	Cost
1	Sarge	21
2	SWAT	12
3	Soldier	12
4	Builder	12
5–6	Cop	9

NEUTRAL CHARACTER TABLE		
Roll 1D6	Character Type	Cost
1	Horse (or Dog if no Stable Available)	15 (9)
2	Dog	9
3	Kid	3
4	Outdoorsman	12
5	Tough Guy	9
6	Survivor	6

Remember that once you have determined a Character has joined the Group, they must have at least one Weapon generated and paid for from the Equipment tables found in Step 2.

PERSONALITY TRAITS

It can be fun to know a bit more about a Character and their motivations for how they behave. This can help in the selection or creation of an appropriate miniature to represent them on the game board. These Personality Traits have absolutely no in-game effect but it can be extremely rewarding as a starting point for how they behave in the post-game sequence or even during an Encounter!
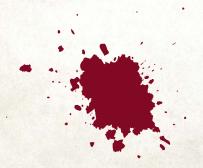
These are totally optional but are a great way to envision what each of these Characters is like as you go about creating your rogues' gallery of a Group.

You may generate an Aspiration, a Flaw, and a Quirk for each of your Characters (including the Leader). Roll 1D6 twice, one for the row and then one for the column of the tables below. Generate one of each and write them in the Notes section for each of these individuals.

ASPIRATION TABLE						
D6	1	2	3	4	5	6
1	Glory	Safety	Vengeance	Excellence	Freedom	Independence
2	Power	Legacy	Intelligence	Wisdom	Creativity	Security
3	Lawfulness	Chaos	Retribution	Proliferation	Industry	Competition
4	Community	Dominance	Survival	Unity	Understanding	Respect
5	Clarity	Endurance	Adoration	Socialism	Wealth	Theism
6	Mysticism	Intimidation	Saviour	Heroics	Hedonism	Benevolence

FLAW TABLE						
D6	1	2	3	4	5	6
1	Cowardice	Avarice	Greed	Self-Indulgent	Callous	Addicted
2	Wrathful	Irritable	Lazy	Absentminded	Crazed	Silly
3	Slow	Laconic	Spiteful	Petty	Self-Pitying	Selfish
4	Dishonest	Cruel	Self-Denial	Entitled	Naive	Prejudiced
5	Gullible	Defensive	Messy	Prudish	Insincere	Unfair
6	Arrogant	Tactless	Paranoid	Crazy	Delusional	Incoherent

QUIRK TABLE						
D6	1	2	3	4	5	6
1	Vegan	Hygienic	Hermit	Hydrophobic	Tick	Picky Eater
2	Weepy	Loud	One-Upper	Romantic	Know-It-All	Introvert
3	Uncensored	Modest	Dad-Joker	Messy Eater	Sneezy	Forgetful
4	Smiley	Oral Fixation	Nick-Namer	Animal Lover	Third Person	Artsy
5	Illiterate	Spit Talker	Avoid Eye Contact	Carries Memento	Annoying Laugh	Stutter
6	Smoker	Ambidextrous	Tattooed	Short	Tall	Extrovert

STEP 5: STARTING THE CAMPAIGN AND RECRUITING NEW CHARACTERS

Once your Group has been recruited it is time to start the normal process of playing Campaign Games.

This expansion can also be used to randomize not only the initial Group creation but also who appears at the Refuge asking to join the Group.

If you wish to use this process the Leader will instigate a Recruitment Job in the post-game sequence as normal. Instead of selecting a character to recruit, roll 1D3 to determine which step of the Character generation process you should roll on (1, 2 or 3). Then proceed to generate a Character as normal, paying for them and any Equipment they may arrive with from the Group's stashed Scavenge Points. Unlike initial Character Creation you may only roll until you have a single Weapon on the Equipment tables, but must pay for it as normal.

If a Group is unable to pay the cost of recruiting the Character or their Equipment then the Recruitment Job fails as the new individual is uninterested in joining up with so destitute an enclave.

If you choose to use this method you may ignore the standard rules for Keywords and Group composition unless the Leader dies, is supplanted by a Challenger, or a normal Recruitment takes place.