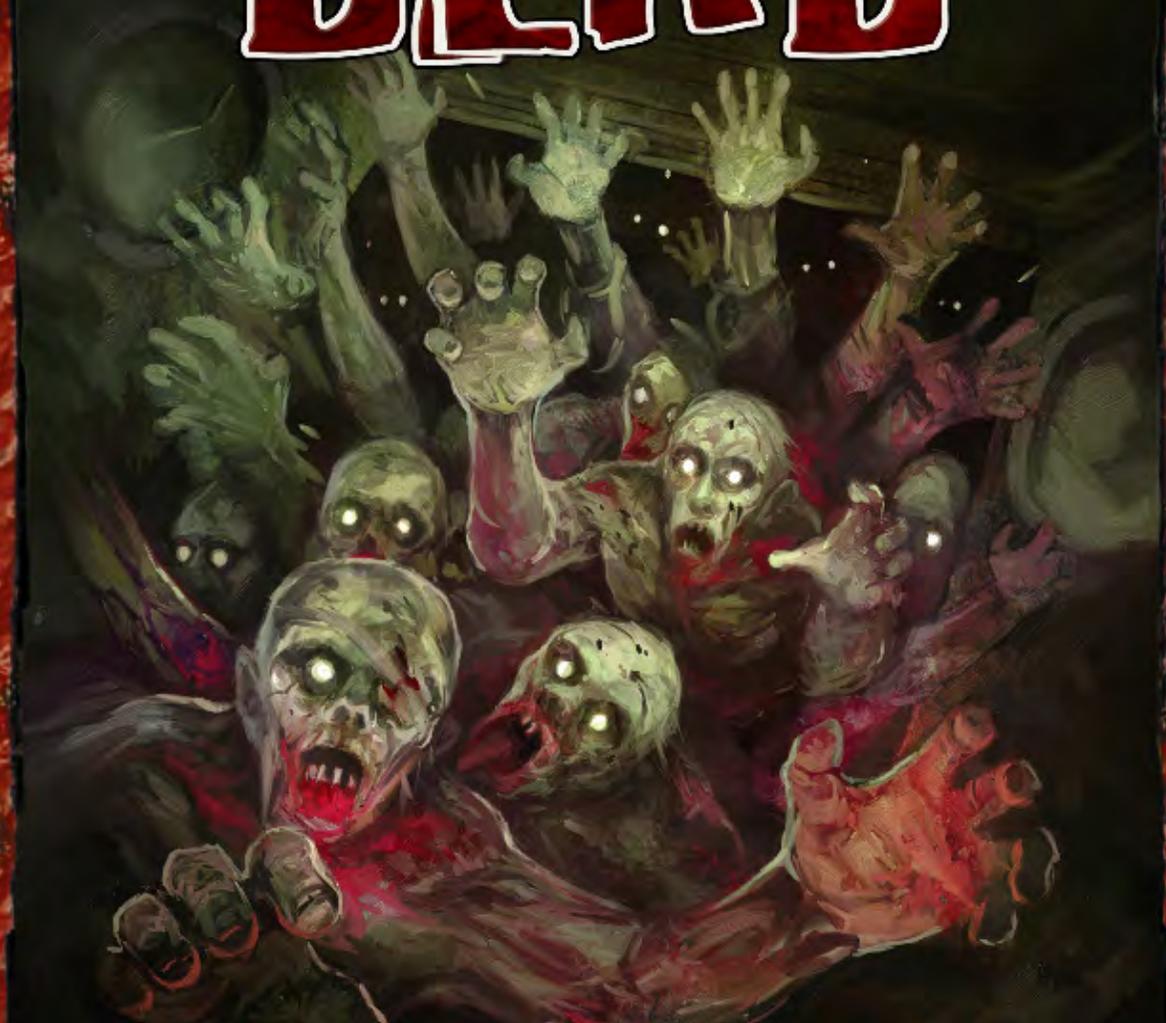


FREE
RPG
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2011

THE WAKING DEAD



An Introductory Adventure for
All Flesh Must Be Eaten

E D E N S T U D I O S P R E S E N T S A S H Y / V A S I L A K O S P R O D U C T I O N

The Waking Dead™

Produced by E D E N S T U D I O S Directed by G E O R G E V A S I L A K O S

Quick Play Rules Written by C J C A R E L L A M . A L E X A N D E R J U R K A T

The Waking Dead Adventure Written by J A S O N D E Y

Edited by J A N I C E M . S E L L E R S

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G E O R G E V A S I L A K O S K I E R A N Y A N N E R

Cover Art by J O N H O D G S O N

Special thanks to all the game store owners who have supported us all these years and all our past, present and future fans.

Based on the Original Concept by

C H R I S T O P H E R S H Y a n d G E O R G E V A S I L A K O S

W W W . E D E N S T U D I O S . N E T

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First Printing, April 2011

Stock EDN8050 ISBN 1-933105-09-7

Printed in the U.S.



ALL FLESH MUST BE EATEN

Introductory Game Kit

That smell! What is that smell? As they approach your home, the evening wind blows the stench into the wind. Your dog barks wildly, frenzied by the smell. You rouse from a restless sleep, look out your bedroom window and see staggering corpses walking toward your house. You taste bile as raw terror washes over you. What do you do?

Introduction

Welcome to the *All Flesh Must Be Eaten* introductory game kit. It contains everything you need to begin playing the acclaimed roleplaying game of survival horror. Just take home one of these free packs, read it through, get some friends together, gather a few gaming dice (a four-sided—D4, a six-sided—D6, an eight-sided—D8, and, most importantly, a ten-sided die—D10), and it's time to play.

One person (most likely the one who picked up this pack) should be the Zombie Master (the person who runs the game). The rest of the players are characters, or Cast Members, in an interactive, shared storytelling—a roleplaying game. Zombie Masters (ZM) should read through this entire pack. Players should read only what the ZM allows them to.

We hope that you enjoy this introduction to *All Flesh Must Be Eaten* and the world of survival horror. Further information on the *All Flesh Must Be Eaten* line of products can be found by visiting www.edenstudios.net.

Setting

All Flesh Must Be Eaten has no specific setting. The only constant is the concept of survival horror. *Night of the Living Dead* is a movie about survival horror, but then again so is *Aliens*. As long as the characters are struggling against monstrous hordes, the game could be set in Medieval England or the Old West or Outer Space or the Biblical Apocalypse.

The adventure in this demo pack takes place in modern America. The characters have no idea that they are about to take part in a life or death struggle against the undead masses. This is one of the staples of horror. The characters in *Night of the Living Dead* did not expect to be stuck in that house while zombies gathered outside. The criminals and family in *Dusk 'til Dawn* did not expect everyone in a remote strip club to turn into Mexican Vampires.

ZMs should try to throw a few surprises at their players. Just give the players a copy of the Archetypes below. Hide the notes behind a screen. Do not let the players know that this will be a game of horror until they are surrounded by zombies hungry for their flesh. Then have fun scaring the group.

Archetypes

Archetypes are pre-generated Cast Members that are used in the *All Flesh Must Be Eaten* game. The Archetypes in this demo pack are Norms, regular people just slightly above average. They are the ones in the horror movie who should at least make

it through the first fifteen minutes of the film. They should be given a name and may even be modified by anyone familiar with the *All Flesh Must Be Eaten* game.

All characters have Attributes. These are the basic physical and mental abilities of the Cast Member. The Primary Attributes in *All Flesh Must Be Eaten* are Strength, Dexterity, Constitution, Intelligence, Perception, and Willpower. Human Attributes usually range from 1 to 5, with 2 being average. The maximum Attribute possible for a human being is 6.

Secondary Attributes are determined from the Primary Attributes. In this demo pack they have already been provided for the Cast Members. Life Points (LPs) are the amount of damage that a character can take. If a character suffers from an injury, that amount of damage is taken from his Life Points. Endurance Points (EPs) are the amount of fatigue that a character can withstand. Speed (Spd) is the how fast a person can run (in miles per hour; half that amount for yards per second). The Essence Pool is the amount of spiritual energy that a Cast Member possesses. It is the strength of the character's soul. For the most part, Essence is employed little in AFMBE games, but it may be crucial in high magic settings. It is not of major importance in this demo kit.

Qualities and Drawbacks are positive and negative traits that help round out the character. The game effects of the character's Qualities and Drawbacks will be explained under each entry.

Skills are the abilities of the Cast Member. Like Attributes, Skills are represented numerically. Skill level 1 represents an amateur. A 2 or 3 represents general competency. Extreme competence from years of study and practice are represented by a 4 or 5. Higher levels are possible and would indicate a true master of that skill.

The following Archetypes are simple versions of what can be created with *All Flesh Must Be Eaten* and are provided to get the group playing as quickly as possible. The ZM should hand them around the table and have each player read the personality text in the order presented.

Doctor

Survivor

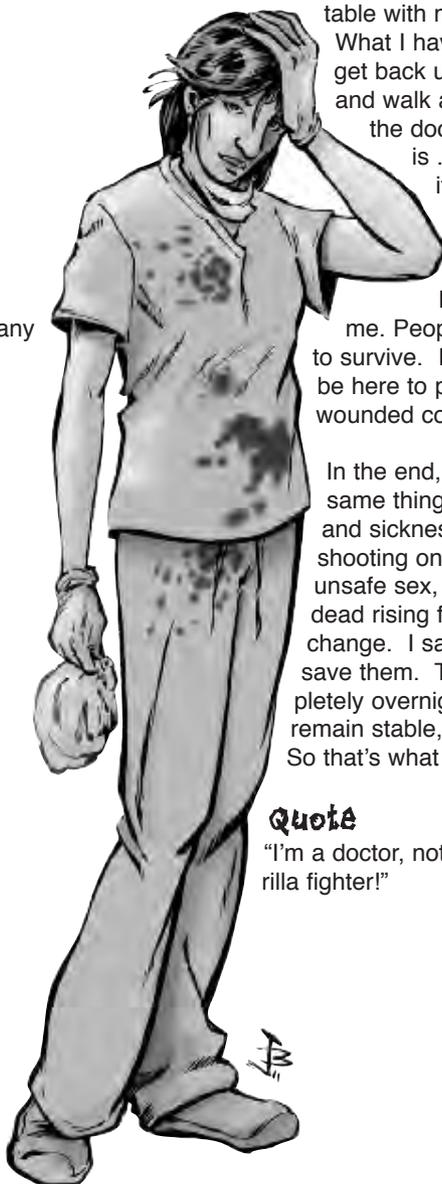
Personality

I've seen death. I've seen blood and gore and watched people expire on the operating table with my hands in their chest cavity. What I have not seen is those people get back up after the attending calls it, and walk around trying to eat the rest of the doctors in the E.R.! I mean, this is . . . there just aren't words for it. So now I'm supposed to, what, become some kind of soldier? Some sort of killer in a crusade for survival? I'm sorry, but that's just not me. People do what they have to do, to survive. I get that. Let them do it. I'll be here to patch them up when the wounded come in.

In the end, it all comes down to the same thing to me. Whether the injuries and sickness are caused by a drive-by shooting on the street, domestic violence, unsafe sex, a flu bug gone wrong, or the dead rising from the grave, my job doesn't change. I save lives. I don't take lives. I save them. The world might change completely overnight, but some things have to remain stable, or we're all going to go mad. So that's what I've got to hang on to.

Quote

"I'm a doctor, not some kind of leader or guerilla fighter!"



Str 2 **Dex** 4 **Con** 3

Int 4 **Per** 4 **Wil** 3

Lps 30

EPs 29

Spd 14

Essence 20

Qualities/Drawbacks

Nerves of Steel 3

Photographic Memory 2

Situational Awareness 2

Good Luck 3 (three +1 bonuses per game session that can be applied to any tests or tasks)

Emotional Problems (Fear of Commitment) -1

Honorable -3 (Hippocratic Oath and pacifist)

Impaired Senses (Wears Glasses) -1

Skills

Bureaucracy 2

Computers 3

Dodge 2

Driving 2

First Aid 5

Hand Weapon (Knife) 1

Instruction 2

Language (Latin) 1

Medicine 4

Notice 3

Research/Investigation 2

Science (Biology) 3

Science (Chemistry) 3

Science (Mathematics) 2

Writing (Academic) 1

Gear

Medical kit including various pharmaceuticals and basic surgical tools

FBI Agent

SURVIVOR

Personality

The world's changed, they say. Well, not to me, it hasn't. There's still people out there trying to take advantage of others, take what they didn't work for, get what's not coming to them. Quite frankly, I don't give a damn that society has collapsed. Just because everything fell apart and there aren't courts anymore doesn't mean crime doesn't still exist. It just means there's less in the way of me putting a stop to it. If there's no judges and no juries, that makes things really simple. I know you did something wrong, I put you down. I know you're an addict, I know you tried to hurt someone else, I know you didn't walk the straight and narrow, I put you down.

That might seem harsh, but in case you hadn't noticed, it's a harsh world out there. In fact, I'd say the only thing changed is that it's even harsher now than it was before. Someone has to keep the peace, and someone has to help out those that deserve it. That's where I come in. Protect the weak and preserve order. That's all we've got left.

Quote

"We've got to have some law and order, or we're no better than them!"

Str 3 **Dex** 2 **Con** 4

Int 3 **Per** 4 **Wil** 4

LPS 50

EPS 38

Spd 12

Essence 20

Qualities/Drawbacks

Acute Senses (Eyesight; +2 to Sight-based Tests) 2

Contacts (Law Enforcement) 2

Hard to Kill 4 (+4 to Survival Tests)

Nerves of Steel 3 (+4 to Fear Tests)

Situational Awareness 2 (+2 to

Perception-based Tests)

Cruel -1

Humorless -1

Obsession (Criminals should be punished) -2

Zealot -3

Skills

Brawling 3

Computers 2

Dodge 3

Drive (Car) 2

First Aid 2

Guns (Handgun) 4

Guns (Shotgun) 3

Hand Weapon (Knife) 2

Intimidation 2

Notice 3

Questioning 3

Research/Investigation 3

Smooth Talk 2

Stealth 3

Streetwise 2

Surveillance 2

Swimming 1



GEAR

.40 caliber pistol (d6 x 5(15)), knife (d4 x 3(6)), notepad and pen, sunglasses

Gang Banger

Survivor

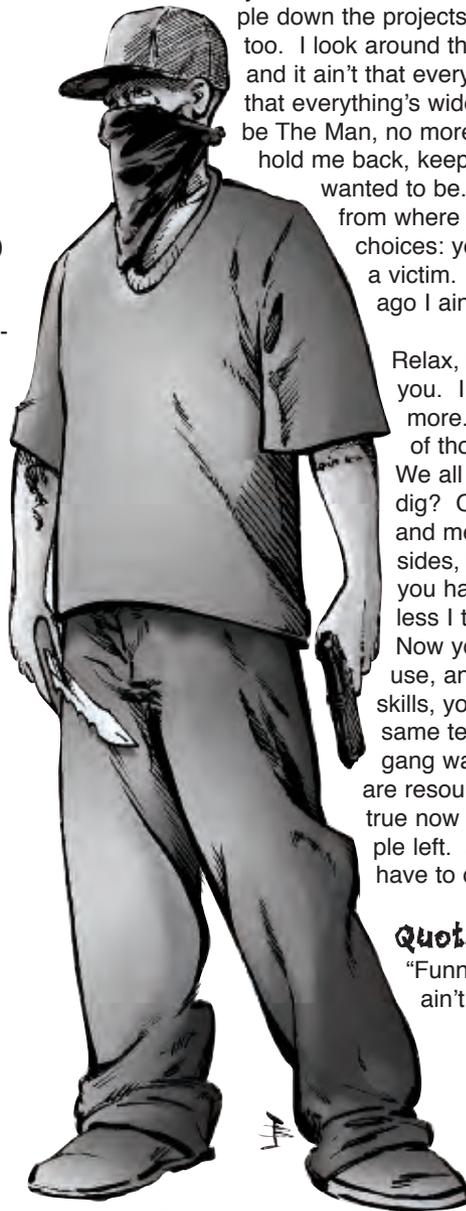
Personality

Shit, kid, this ain't nothin'. These zombie freaks, they don't look no worse than some of the people down the projects. Eat just about as good, too. I look around this world, I see one thing, and it ain't that everything's fallin' apart. It's that everything's wide open. Ain't no man to be The Man, no more, not to hold me down, hold me back, keep me where I ain't never wanted to be. Listen, dog, you come from where I come from, you got two choices: you either a hunter, or you a victim. I decided a long time ago I ain't no victim.

Relax, homes. I ain't gonna kill you. I got no reason. Not no more. I'd rather bust up some of those walkers over there. We all out to survive, now, you dig? Once upon a time, you and me, we was on opposite sides, but that was because you had somethin' I couldn't get less I took it. Now, homes? Now you got somethin' I can use, and that somethin's your skills, yo. That means we on the same team. I fought enough gang wars to know that people are resources. That's even more true now that there's so few people left. So we cool, or do we have to do this the hard way?

Quote

"Funny how things change, ain't it?"



Str 3 **Dex** 4 **Con** 3

Int 2 **Per** 4 **Wil** 4

Lps 34

EPS 35

Spd 14

Essence 20

Qualities/Drawbacks

Charisma 3 (+3 to Social Tests)

Fast Reaction Time (Automatic initiative)

Nerves of Steel (+4 to Fear Tests)

Hard to Kill 5 (+5 to Survival Tests)

Situational Awareness (+2 to Perception-based Tests)

Addiction (Marijuana) -1

Covetous (Ambitious) -1

Covetous (Lecherous) -1

Cruel -1

Reckless -2

Showoff -2

Skills

Brawling 3

Cheating 3

Demolitions 2

Dodge 3

Drive (Cars) 3

Hand Weapon (Knife) 3

Guns (Handgun) 3

Guns (Shotgun) 2

Guns (Submachinegun) 2

Intimidation 4

Notice 3

Smooth Talking 3

Stealth 4

Streetwise 5

Gear

.40 handgun (d6x5 (15)), knife (d4 x 3)

All Flesh Must Be Eaten™

Good Ol' Boy

SURVIVOR

GEAR

.30-.06 pump-action hunting rifle (D8x6(24)), knife (d4x3(6)), compass, matches, hand axe (d6x3(9)), blue jeans, work boots, flannel shirt

Str 3 **Dex** 4 **Con** 3

Int 2 **Per** 4 **Wil** 4

LPS 34

EPS 35

Spd 14

Essence 20

Qualities/Drawbacks

Acute Senses (Eyesight; +2 to Sight-based Tests)

Acute Senses (Hearing; +2 to Hearing-based Tests)

Good Luck 5 (five +1 bonuses that can be added to any test, each game session)

Photographic Memory

Resistance (Disease) 1 (+1 to resist disease; includes zombie bites)

Resistance (Poison) 1 (+1 to resist poison)

Situational Awareness (+2 to Perception-based tests)

Addiction (Heavy drinking) -1

Attractiveness -1 (-1 to Social Tests where looks are a factor)

Delusions (Prejudice—pick a group, any group) -1

Delusions (Weird delusions; Judgment Day is here) -2

Showoff -2

Skills

Brawling 2

Climbing 1

Craft (Woodworking) 1

Dancing (Country line) 1

Dodge 2

Driving (Trucks) 2

Guns (Handguns) 2

Guns (Rifles) 2

Guns (Shotguns) 2

Haggling 1

Hand Weapon (Axe) 2

Hand Weapon (Club) 1

Hand Weapon (Knife) 2

Humanities (Agriculture) 2

Myth and Legend (Christianity) 1

Notice 3

Riding 2

Storytelling 2

Survival (Forest) 3

Tracking 3

Traps 2

Unconventional Medicine (Herbalism) 1

Veterinary Medicine 2

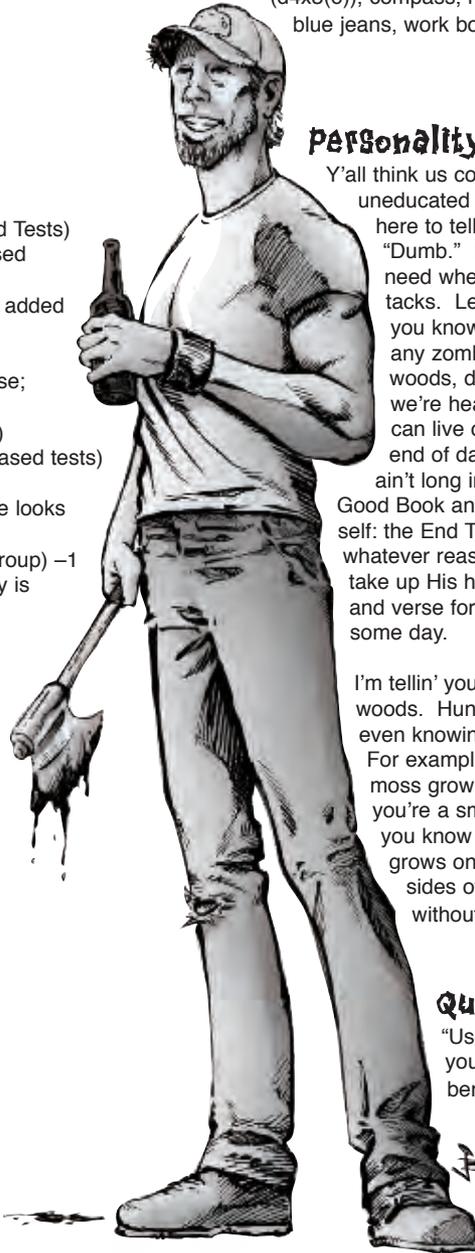
Personality

Y'all think us country folk are just a buncha uneducated hicks, don't you? Well I'm here to tell you: "Country" don't mean "Dumb." I got skills you're rightly gonna need when it comes down to brass tacks. Lemme put it to you this way: you know where there generally aren't any zombies? In the middle of the woods, dumbass. And that's where we're headed, if'n we're smart. We can live off the land out there till the end of days, which I'm here to tell you ain't long in comin'. I got it from the Good Book and the Lord Jesus Christ hisself: the End Times is a-comin', and for whatever reason, we're the ones chosen to take up His holy light. I can quote chapter and verse for you, if you like. No? Well, some day.

I'm tellin' you, I can get us by in the woods. Hunting, growing vegetables, even knowing what to eat and what not to. For example—what side of the tree does moss grow on? The north, that's right, you're a smart bastard, ain't ya? But you know what you forgot? It also grows on the south, east, and west sides of trees! Where would you be without me?

Quote

"Use your head, boy! Didn't I tell you two weeks ago that them berries were poison?"



Marine Survivor

Str 3 **Dex** 4 **Con** 4
Int 2 **Per** 3 **Wil** 3
Lps 47
EPS 35
Spd 16
Essence 20

aid kit, flak vest and helmet (AV D6+7(10); protects torso and top/back of head only)

Qualities/Drawbacks

Fast Reaction Time (Automatic Initiative, +2 on Fear Tests)
Hard to Kill 3 (+3 on Survival Tests)
Nerves of Steel (+4 on Fear Tests)
Situational Awareness (+2 on Perception-based Tests)
Cruel -1
Honorable -2
Humorless -1
Recurring Nightmares -1 (every night, roll 1d10; 1 means you don't get any sleep due to bad dreams, suffering -2 to all actions the next day)

Skills

Brawling 3
Climbing 1
Computers 1
Dodge 3
Driving (Car) 2
First Aid 1
Guns (Auto Rifle) 4
Guns (Handgun) 3
Guns (Shotgun) 2
Guns (Submachine gun) 2
Hand Weapon (Bayonet/Knife) 3
Notice 3
Tactics 3
Stealth 3
Survival (Desert) 2
Survival (Forest) 2
Swimming 2

Gear

M-16 (d8x5 (20)), .45 pistol (d8 x 4(16)), Bayonet/Combat Knife (d6x3 (9) or d8x3 (12) if mounted on M-16, but cannot be mounted and fire gun simultaneously), backpack, 4 MREs, canteen, mess kit, first

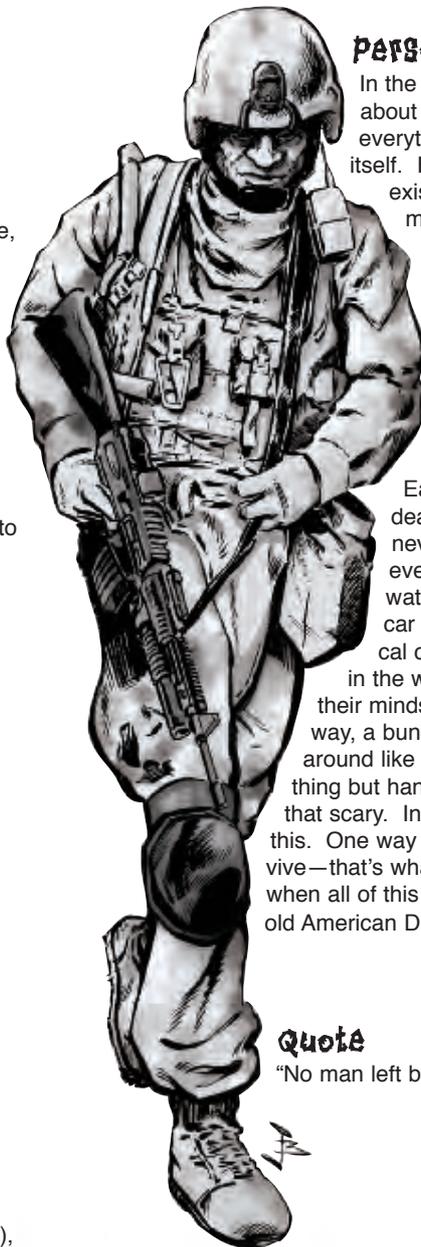
Personality

In the Corps we had a code. It was all about honor. You put your unit ahead of everything, even ahead of the Corps itself. Hell, I don't even think the Corps exists anymore. But that doesn't mean the code disappears. It just means I've got a new unit now, and that's these people left behind with me. No man left behind. That's the way it works. I'd rather die myself than leave one of these guys to the enemy.

As for the zombies, they ain't nothin'. I did time in the Middle East. I've seen death. I've seen death on a scale that most people never will, and it haunts my dreams every damn night. When you've watched people die from IEDs and car bombs, when you've seen maniacal crusaders who don't care who gets in the way of their crossfire because in their minds they're all going to Heaven anyway, a bunch of smelly guys who lumber around like they're drunk and don't have anything but hands and teeth somehow just aren't that scary. In any case, we'll make it through this. One way or another. We've got to survive—that's what humanity does. And maybe, when all of this is said and done, we can give the old American Dream another go.

Quote

"No man left behind. Period!"



Soccer Mom

SURVIVOR

STR 2 **Dex** 4 **Con** 3
Int 4 **Per** 3 **Will** 4
LPS 31
EPS 32
Spd 14
ESSENCE 20

Qualities/Drawbacks

Acute Senses (Hearing; +2 Hearing-based Tests)
Attractiveness 3
Charisma 3
Fast Reaction Time (automatic initiative, +2 to Fear Tests)
Hard to Kill 2 (+2 to Survival Tests)
Resistance (Disease) 3 (+3 to resist disease; includes zombie bites)
Covetous (Lecherous) -1
Cruel -1
Emotional Problems (Fear of Rejection) -1
Emotional Problems (Mild form of Depression) -1
Secret (Bisexual) -1
Secret (Had an affair) -1
Secret (New Age pagan) -1

skills

Cheating 2
Computers 3
Craft (Tailor) 3
Driving (Cars) 2
First Aid 3
Guns (Handgun) 2
Instruction 2
Intimidation 2
Martial Arts (Karate) 2
Myth and Legend (Wicca) 3
Notice 3
Questioning 3
Seduction 3
Sport (Soccer) 2
Unconventional Medicine (Herbalism) 3

GEAR

.38 revolver d6 x 3(9), purse (the Soccer Mom has a special 2 in 10 chance of pulling a useful item out of her purse on any given occasion), first aid kit

Personality

What do I have left now? Everything's gone. I wake up in a coma ward with five strangers, and as far as I know my entire family—my life—is dead. What's more, at least one of those people seems like a religious zealot. What if they find out I'm not Christian? Or worse, that I'm into women as well as men, or that I cheated on my husband?

It's not like I'm a bad person. If he'd have been a little warmer, cared about my needs a little more, then maybe it wouldn't have happened. But I've got needs, dammit all. Besides, I'm pretty sure that little blonde secretary of his was getting something of her own. It took another man, and a coven of women like me, for me to find some self-worth again. Thank the Goddess for that.

I'm not perfect, I know that. I never have been. But I was a damn good mom. I loved my kids. They were my whole world. Now . . . there's nothing left. Nobody to take care of. Nobody to care about me. I'll do anything to find someone to hang on to. And don't even think I'm weak, damn you. I can take care of myself—you'd better believe it. Two years of karate and training with a handgun mean I've got self-defense skills. It's just, who wants to be alone in a world where the dead are up and walking around . . . and eating people? Sure as Hell not me!

Quote

"Goddess, help me find someone to love."



The Rules

Roleplaying games just like all other games—they have rules. The main rule is for the ZM and the players to have fun.

Rules are not necessary for many of the things that the characters will do. Simple things like talking or picking up an object do not require the rules. Only if the outcome of an action is in doubt, and the results of that action are important, will the rules come into play. That's when you start rolling dice.

The ten-sided die (D10) is the one most commonly used in the game. Tasks and Tests are resolved with a D10. Basically, a player rolls a D10 and adds the appropriate Attribute and/or skill to the number rolled. If the result is 9 or higher, the action was successful. If it is less than 9, it failed. A higher total value is a more spectacular success, and some actions may be more difficult than others (when modifiers are applied).

Most actions are considered Tasks: these use one Attribute and one skill to determine the result of a particular action. The ZM always decides which Attribute and skill should be used for a particular action. A D10 is rolled and the sum of the Attribute and skill are added to the die roll.

Tests are used when there is no appropriate skill. Instead of adding an Attribute to a skill, the player just uses the value of the character's Attribute. There are two types: Simple and Difficult. In a Simple Test, the value of the Attribute is doubled and then added to the die roll. In a Difficult Test, the value of the Attribute is not doubled before adding it to the die roll. The ZM determines which Attribute is used for the Test, and whether it is Simple or Difficult.

For example, Keith is playing a Hong Kong martial artist named Sonny Chang. The player wants Sonny to climb up the drainpipe of a three-story building. The ZM decides that this should be resolved with a Task using Sonny's Strength of 4 and Climbing Skill of 2. The player rolls a 4 on a D10, and adds 6 (Attribute 4 and Skill 2). The result is 10. Since this is higher than 9, the action is suc-

cessful and Sonny Chang manages to make his way up to the rooftop. The ZM then tells the player that he needs to roll a Simple Perception Test. Sonny's Perception is 3 so this is doubled to 6. A D10 is rolled and comes up a 6, for a total of 12. The ZM informs the player that Sonny Chang cannot help but notice the sticks of dynamite bundled together on the rooftop and the small red display that is rapidly counting down to zero.

If a character does not have the appropriate skill, an Unskilled Attempt may be tried. This uses the appropriate Attribute (without doubling it) with a minimum penalty of -2. Regardless of the outcome of the attempt, the Success Level can never be more than Decent (see Outcome Table, p. 9). For example, Zoe has no Driving Skill and yet is behind the wheel of a car. She hits a patch of ice and the car starts to spin. She rolls a D10 and adds her (Dexterity - 2) to the roll. As her Dexterity is 3, only 1 is added to whatever comes up on the die. She had better roll something high.

Sometimes a character attempts something and another character tries to stop her. Either that, or an action may be noticed or foiled by its target. This is a Resisted Task or Test. It is resolved as a normal Task or Test, but both sides get to roll. If both rolls fail, neither side gets the desired effect. If one fails and one succeeds, the successful character wins. If both rolls are successful, the better result wins.

The Role of Luck

Not everything is going to be a simple matter of success or failure. Some successes are so amazing that the character knows she will never be able to do that again. Sometimes a character will completely botch a simple feat. When a roll comes up as a 1 or a 10 (before anything is added to it or subtracted from it), something really bad or really good may happen.

On a natural 10, the player rolls a D6 and adds it to the result. If a 6 is rolled on the D6, it is added and rolled again, and so on. On a natural 1, the player rolls a D6 and subtracts the result. If a 1 is rolled on the D6, it is subtracted and rolled again, and so on. This can result in very low negative numbers.



Modifiers

Sometimes circumstances make an attempted Task easier or more difficult. In such a case, a positive or negative modifier determined by the ZM may be added to the attempt. The following table shows some modifiers that may be used.

Base Modifiers Table

Routine: No roll need

Easy: +5 to roll

Moderate: +3 to +4

Average: +1 to +2

Challenging: No modifier
(this includes most combat rolls)

Difficult: -1 to -2 to the roll

Very Difficult: -3 to -5 to the roll

Heroic: -6 to -9 to the roll

Near-Impossible: -10 or worse

Outcome Table

A result of 9 or more generally means that the attempt was accomplished, but sometimes the degree of that success is important. In such a case, take the final result (including all negative and positive modifiers) and consult the table below.

9-10 First Level (Adequate): The Task or Test gets done but is nothing special.

11-12 Second Level (Decent): The Task or Test is accomplished with relative ease and even a little flair. Complex Tasks take 10% less time to complete. Social Skills gain future benefits for the character (including a +1 to further attempts to the same people in similar circumstances)

13-14 Third Level (Good): The Task or Test is completed with ease. Artistic results are appreciated by connoisseurs and well-liked by the public. Complex Tasks take 25% less time to complete. Social Skills gain a +2 on future attempts (not cumulative with subsequent high rolls, only the highest bonus ever applies).

15-16 Fourth Level (Very Good): The Task or Test is very successful. Complex Tasks are completed in half the time. Social Skills produce a lasting impression and have a +3 on future attempts. In the case of combat, increase the damage rolled by 1 before applying the Multiplier.

17-20 Fifth Level (Excellent): The Task or Test produces excellent results. Artistic endeavors lead to fame and recognition. Social Skills have a future bonus of +4. Increase the damage rolled by 2 before applying the Multiplier.

21-23 Sixth Level (Extraordinary): The Task or Test produces amazing results, accomplishing far more than intended. Artists gain fame, but all future accomplishments will be measured against this one. Social Skills have a future bonus of +5. Increase the damage rolled by 3, before applying the Multiplier.

Further Levels (Mind-Boggling): For every +3 to the total above 23, increase the Success Level by 1, the Social Skills future bonus by 1, and the damage rolled by 1, before applying the Multiplier.

Getting Scared

Since this is a horror game, the characters experience frightening events from time to time. A Fear Test must be rolled in those circumstances. Normal humans must pass a Difficult Willpower Test. If the Test is failed, panic sets in. Like any other Test, modifiers may be applied at the ZM's discretion.

Once a character fails a Fear Test, use the Fear Table. Roll D10 and subtract the character's Willpower from the result. Then apply any Fear Test penalties as a bonus. So if the character had a -4 to her Fear Test, she would have a +4 when rolling on this table. If the final result is less than 9, the character was only scared for a few seconds. If it is more the 9, the Fear Table uses Success Levels to determine the effect that fright has on a character. As with anything else, if the ZM feels the result is inappropriate, he can always change it to something else.



Fear Table

Success Level	Effect
1	Shakes: All the character's actions suffer a -2 penalty for 2 Turns. Lose 1 Essence Point.
2	Flight: Victim runs away screaming for 1 Turn. If cornered, the victim may fight or react in a more rational way. Lose 2 Essence Points.
3	Physical Reaction: Fear causes a messy physical reaction (often involving bodily functions best left to the imagination). Not only is this embarrassing, but it imposes a -1 penalty to all actions for D4 Turns. Lose D4 Essence Points.
4	Paralyzed: Character cannot move for D4 Turns. Only intervention from another character (like a slap to the face) allows her to take any action. Lose D6 Essence Points.
5	Faint: The experience is so severe that the character collapses unconscious. A Difficult Constitution Test is required to recover consciousness. This can be attempted every minute or whenever somebody tries to stir the character. Lose D10 x 4 Endurance Points and D8 Essence Points.
6	Total Hysterics: The victim becomes a screaming, babbling, totally useless maniac for D8 Turns. Lose D10 Essence Points.
7+	It Gets Worse: Higher results are left to the ZM's imagination (heart attacks or coma, or a bout of insanity lasting hours, or worse . . .)

Combat

All Flesh Must Be Eaten is a game of survival horror, and it often turns into a life and death struggle. Violent actions are resolved like any other actions, through the use of an appropriate Task roll. To simplify things, combat is broken down to a series of actions called Turns. A Turn lasts about one to five seconds. This is enough time for a character to draw a gun, chop a zombie's head off, punch some one in the face, or dive behind some crates for cover.

At the beginning of each Turn, the players declare the intentions of their Cast Members. This is where they say, "I want to draw a gun" or "I want to chop that zombie's head off". The ZM decides if that action is possible in one Turn. Most simple actions will be; but if a character wants to dive behind a crate, say a Latin blessing over a vial of holy water, uncap it and then throw it in the face of the undead creature shambling towards her, she is going to need more than five seconds.

The ZM determines initiative. Most of the time this is just a matter of common sense. Whoever initiates the violence goes first at the beginning of a fight. After that first Turn, initiative is determined by what happened before. The combatant who manages to land a blow gets to go first the next Turn. A character with a ranged weapon goes before someone who only has a hand weapon (or no weapon). A magic or psychic attack activated by thought goes off before a ranged attack or hand-to-hand attack in most circumstances. Catching somebody by surprise gives the character initiative. As always, the ZM has the last word.

Once initiative is decided, the intended Tasks and Tests are rolled. Usually, a character may only take one action per Turn. If she wishes to do more than that, each additional action suffers a cumulative -2 penalty. So the first action in a Turn is resolved normally, a second action taken in that same Turn incurs a -2, a third action -4, and so on. Close combat (fighting an opponent at arms length or closer) is a little bit different—one attack and one defense Task are allowed per Turn. Beyond that, the cumulative -2 penalty applies.

In close combat, the character with initiative gets to strike first while the opponent defends. Attacking is a Task using the appropriate skill (Brawling, Martial Arts, Hand Weapon) and Dexterity. If the target has a hand weapon, he may attempt to parry with a Hand Weapon and Dexterity Task. Characters with Martial Arts may attempt to parry a weapon with their bare hands; those with Brawling or no fighting skill may not. However, anyone may attempt to dodge out of the way of an attack. If the character has a Dodge skill, a Dodge and Dexterity Task is used. If he does not have that skill, a Difficult Dexterity Test is required. Attacking and defending are treated as Resisted Tasks.

Ranged attacks use a weapon skill and Dexterity Task. This Task has modifiers based on the range. Point blank range adds a +1 to the strike Task and +1 to the Damage Multiplier. Short range has no modifier. Medium range suffers a -1 to the strike Task. Long range has a -3 to the strike Task and the Damage Multiplier is reduced by 1. Extreme range has a -6 to the strike Task and a -2 to the Damage Multiplier. Ranged weapons list their ranges in yards, separated by slashes (for example, a shotgun with buckshot is 10/30/50/100/200).

Lighting can affect any combat. Poor light (a dark alley or moonlight) gives a -1 to the combat Task. Bad lighting (a moonless night) gives a -4. Total darkness is a special case. Roll a D10 and only a natural 9 or higher strikes the target. If the character makes a Difficult Perception Test, she can add the Success Level to the D10 roll. This signifies the use of other senses besides sight to hit the target.

Multiple shots are possible with ranged weapons. For each additional shot fired in a single Turn, the strike Task suffers a cumulative -1, or -2 in the case of weapons with heavy recoil. Some guns have scopes. These add anywhere from a +2 to a +5 to the strike Task. All this gunfire can be pretty distracting. Anyone who is being shot at must pass a Simple Willpower Test in order to carry out her stated intention. Otherwise, she freezes, hesitates, or huddles down in a corner and tries desperately not to be hit.

Once everyone has finished hitting, slashing, or shooting whomever they intended, damage is deter-

All Flesh Must Be Eaten™

mined according to the weapon used. Armor Values (AV) are rolled (if necessary) for the target, and that much is subtracted from the damage inflicted. In the case of a bullet, the remaining damage is doubled.

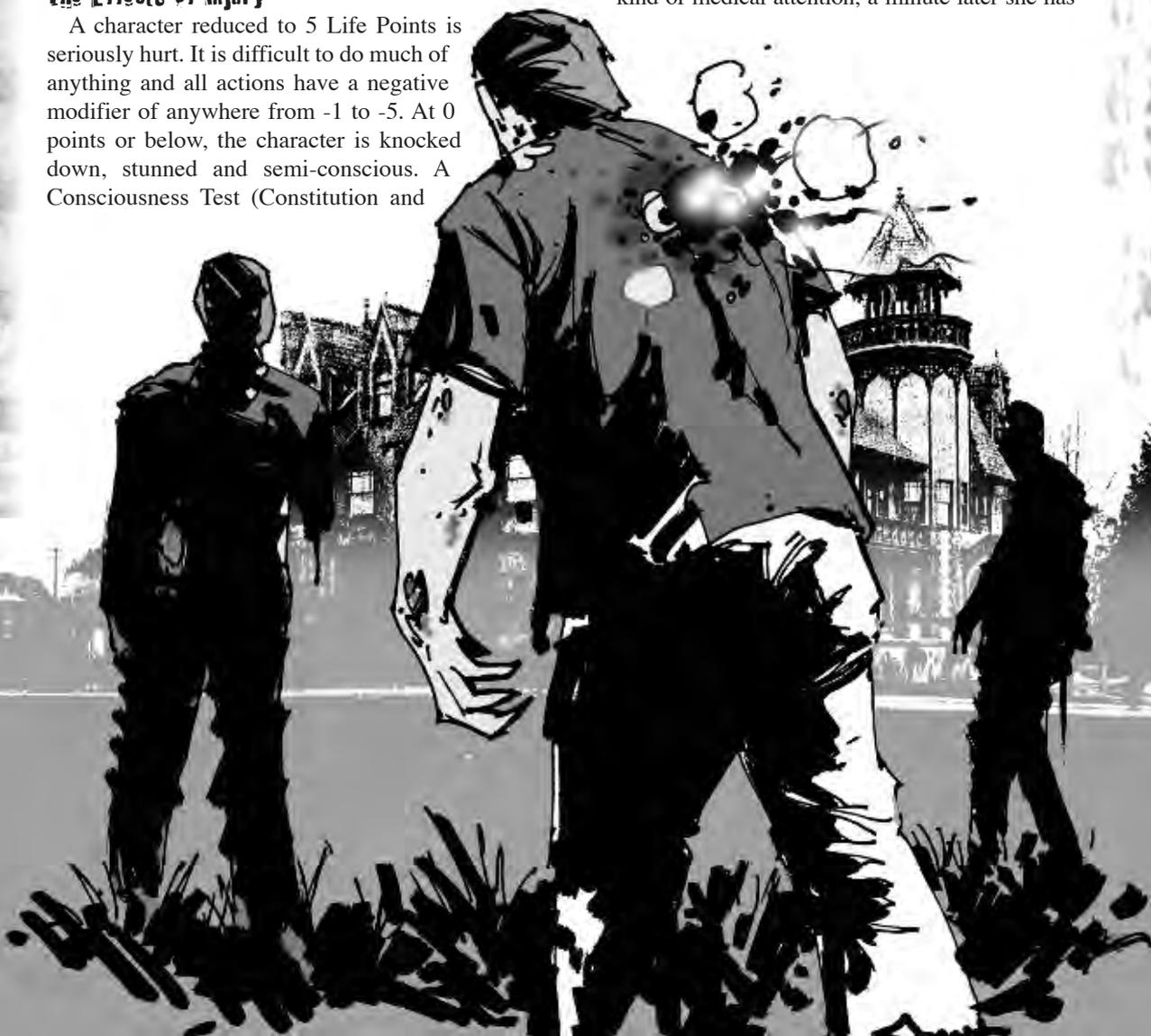
Damage that remains after armor (if any) decreases the targets Life Points. If the Life Points are reduced to 0, the character is critically injured and risks death. Most damage in the Unisystem is determined by rolling a die and multiplying the result by the Damage Multiplier. For instance a .22 pistol does $D4 \times 2$. The 2 is the Multiplier. A D4 is rolled and the result is multiplied by 2. This is the amount of damage caused.

The Effects of Injury

A character reduced to 5 Life Points is seriously hurt. It is difficult to do much of anything and all actions have a negative modifier of anywhere from -1 to -5. At 0 points or below, the character is knocked down, stunned and semi-conscious. A Consciousness Test (Constitution and

Willpower minus the number of Life Points below zero). So, at -7 Life Points, a Consciousness Test suffers a -7. At -10 Life Points, a Survival Test is required (Constitution and Willpower minus 1 for every 10 Life Points below zero). The Survival Test must be passed once every minute until the character receives some First Aid. Each additional Test is at a cumulative -1.

For example, Liz Rosen is shot twice by a 10mm for 50 points of damage. She had 22 Life Points and is now at -28. Her Constitution is 2 and her Willpower is 2. This total of 4 will be reduced by 2 (1 for every 10 points below zero) for her Survival Test. She needs to roll a 6 or better to live. If she does not receive any kind of medical attention, a minute later she has



to make another Survival Roll with a -1 penalty. If she lives, she must make a Consciousness Test to avoid passing out. This will be at a -28, so unless she rolls a string of 10s, she is going to lose consciousness.

Objects

Objects have a Damage Capacity (DC), which is comparable to Life Points. Once that number is exhausted, the object is destroyed. The ZM can decide whether a certain attack damages a certain object. For example, a zombie can bite a car fender all day, but will only damage itself.

Objects may also have an Armor Value (AV). This indicates how many points of damage are stopped before Damage Capacity is decreased.

AV and DC of Common Objects

Object	Armor Value	Damage Capacity
Window	1	3-5
Desk	5	30
Door	5	30
Reinforced Door	10-15	40-60
Wood Wall	5 + 1 per inch	20 per inch
Brick Wall	9 + 1 per inch	30 per inch
Concrete Wall	18 + 2 per inch	50 per inch

Endurance Loss

Hard work (like running away from a horde of the hungry dead) can reduce a character's Endurance Points. Hard work reduces a character's Endurance Points by 1 for every ten minutes of labor. Very Hard Work reduces Endurance by D4 every minute. Frenzied Activity reduces Endurance by D4 every Turn.

Characters also need at least 7 hours of sleep in a 24-hour period. For every hour missed, Endurance Points are reduced by 1. If the character stays awake longer than 24 hours, one Endurance Point is lost for every hour, beyond 24, which he stays awake. Thus, a character who has stayed awake for 36 hours loses a total of 19 Endurance Points. These points can only be regained through sleeping.

Once Endurance Points drop to 5 or less, -2 is applied to all actions. If the character gets below 0 Endurance points, a Consciousness Test must be passed to stay awake. This Test must be passed every Turn, so eventually the character will pass out.

Characters recover 1 Endurance Point per Constitution level per half hour of sleep, or hour of rest.

Essence Loss

At the ZM's discretion, mental stress and exhaustion may reduce a character's Essence Pool. For every hour spent in a stressful non-combat situation (like being trapped in an old house surrounded by hordes of the unliving), characters lose D4 Essence Points that cannot be regained until the situation changes. In combat, 2 Essence Points are lost per Turn of ranged combat and 3 points are lost per Turn of close combat.

A character reduced to half Essence Points feels numb. All mental Tasks suffer a -1 penalty until the Essence is regained. At 1 or 0 Essence Points, the character falls into a deep depression. All Tasks and Tests are at a -3. If Essence falls below 0, the victim must pass a Difficult Willpower Test with a -1 penalty for every 5 points below 0. If failed, the character temporarily loses one level in one Mental Attribute. If Essence is reduced to -30 or below, the character must pass a Survival Test with a -1 for every 10 points of Essence below 0. Characters killed by loss of Essence have no apparent cause of death, medical examiners usually just call it heart failure and leave it at that.

Normal humans regain Essence at a rate of 1 point for each level of Willpower per hour.



THE WAKING DEAD

An AFMBE Introductory Adventure by Jason Vey

Introduction

The following adventure scenario will run you through the paces of the *All Flesh Must Be Eaten* roleplaying game. It will present the rules of the game in many different scenarios and situations so that you get a feel for the different types of checks and tests that are made. At the same time, it should provide you with hours of entertainment, and potentially a launching point from which you can begin your own campaign, or long-term game of intercon-

nected adventures. This scenario should be read only by the player who will function as the Zombie Master (ZM) for the game, as it contains information that can spoil the fun of the other players, whose characters will serve as the Cast of play. At the beginning of this kit we have included six ready-made Cast Members, or Archetypes, for you to use to play the adventure, and even to continue your adventures as your own characters, if you want.

Overview

The adventure concerns a group of people who awaken in a hospital, confused, dazed, and unaware of what's going on, only to find that they are the survivors of a mysterious disaster that has left them alone in a world gone mad. If this sounds familiar, don't worry; many of the best roleplaying game adventures are inspired from and sometimes flat-out pilfered from elements of well-known books, television, movies, and comic books.

Our heroes (such as they are) will need to work together to escape the hospital's maze of labs and corridors, some of which will be filled with flesh-eating ghouls straight out of the pits of Hell. When the Cast Members do escape, they'll find the city beyond the hospital walls a wasteland and full of more of the monsters, who have overrun their town. As they struggle to survive, hints to what happened may be found, along with weapons and equipment to survive. They may be able to find hints and rumors of a survivor's camp outside of town . . . if they can make it that far.

To make matters worse, the Cast Members are having dreams. These dreams are guiding them to a last bastion of civilization, struggling against the tide of the undead, led by a young man who seems to be an angelic presence against the darkness. Unfortunately, one of the Cast Members is having different dreams, of a dark woman who promises great power and pleasure to those who serve her cause. Eventually, a choice will be made, and there will be a showdown between the survivors in Bastion and the Zombie Lord of Perdition.

A note to the Zombie Master: this adventure gets less and less linear as it progresses. We wanted to make this package ideal for introducing new players to *AFMBE* but also attractive to our veteran players, since it is originally intended as a Free RPG Day release. There are a lot of opportunities for the Cast to explore, scavenge, and choose their own path. In fact, by the time the Cast leaves the city to journey to Bastion, almost anything could happen. Part of the art of running a good game is the ability to adapt to the players' choices as they run their characters, and the ZM is encouraged to take the general outline

of this adventure and make it his own. Think on your feet, learn to say "yes" to player choices, and remember that it's not *your* story: it's a story created by collaboration between you and your players.

In the end, the adventure can be very short and run in a single night, or it can be spread out over several sessions and even form the basis and outline for an entire campaign. The choice is up to you.

Conventions

There are different types of text conventions common to an *AFMBE* adventure with which you'll need to familiarize yourself.

Text in boxes such as this presents tips, hints, and additional information important to the ZM.

Text in boxes such as this presents statistics for Vehicles and for Supporting Cast and Adversaries, characters controlled by the ZM who may be helpful to the PCs or enemies.

Now that we have all that out of the way, let's get to the adventure!

Scene One: What's Going On?

The Cast all awaken with a start. They are confused and feel thick-headed and weak. For purposes of the adventure, their Strength scores should all be considered 1 for the time being (though since this is a temporary reduction, it will not affect their Life or Endurance Point totals). Over the next few hours, they will gradually get back to normal, with Strength increasing by 1 point per hour they are awake and moving around.

Looking around, they appear to be in a hospital coma ward. Twelve beds are in here. Eight were occupied. Two of the occupied beds contain corpses (though not animated ones). All of the

Cast Members are hooked up to machines via electrodes and have IV drips in their arms (indeed, the sudden awakening causes each of them a shooting pain in their arms as they pull against the needles). The players should be encouraged to come up with their own reasons why each Cast Member was in a coma in the first place (and those reasons should not include zombies—the Cast remember a very normal world and have no idea how long they've been comatose).

Each Cast Member should make a Perception and Notice test; success indicates they pick up on a strange odor in the air that isn't something one would associate with a hospital. It's a sour and sweet odor that makes their jaw ache when they smell it. Note that the odor is all around; the Perception and Notice test simply points out that it doesn't belong in a hospital.

Hitting the call button to the nurse's station yields no results, and the door to the ward is closed. Oddly, the windows in the door seem to have been somehow blacked out so that the Cast cannot see through them (and nothing outside can see in). In addition, the doors seem to be somehow locked or barricaded from the outside. It doesn't take much to figure out that working together the Cast Members can easily overcome the barriers and break through the door, even in their weakened condition.

Perhaps a more immediate issue is the fact that all of them are in hospital gowns and their clothing and possessions are nowhere in sight.

Archetype Gear Lists

For this adventure, ZMs should ignore the "gear lists" on the Archetypes. The Cast is awakening in a hospital coma ward with no access to gear or even clothes. They're going to have to scavenge what they need this time around!

Escape from the Hospital

Here's where it gets fun. We could provide you with a complete hospital floor plan, but that's too much like a fantasy dungeon-crawl, and that's not what *AFMBE* is about. Hospitals can be like mazes, with their long, winding corridors, wings, labs, and the like. So instead, we're offering a random table for the ZM to use in determining the Cast's route out of the hospital. Just roll a d10 and consult the results on the table to see where the Cast ends up.

Cast Members (such as the Doctor) who have specific knowledge of hospitals and make an Intelligence and Medicine Test, or those who make a difficult Intelligence Test, can use their Success Levels to adjust the die roll on the table one direction or another. The ZM should, in this case, give those Cast Members all of the available choices within the range of the modified die roll and let them choose where they want to go.

The elevators are out of order, due to the power fluctuating on and off. Likewise, only about half of the stairwells are lit. At the ZM's option, a darkened stairwell may have a 1 in 10 chance of having a single blinded zombie in it, though ZMs should be careful to remember that even a single zombie is a serious threat to a Cast Member's life, and putting the Cast in a situation where they are not only fighting a zombie, but are completely blinded, is brutal indeed.

In any given area there is a chance the Cast will encounter d4(2) zombies. Roll 1d10; 1–7 means no zombies are present; 8–10 means there are zombies. If a room gives a modifier, apply it to both the die roll to determine the presence of zombies and to the number of zombies present. So in the ICU, add 2 to the die roll to determine if there are zombies. If there are zombies present, add 2 to the number of zombies encountered (so d4+2(4)). The first time the Cast encounters a zombie, the ZM should play up the horror of the moment, with vivid descriptions of the creature and a Fear Test (see the Fear Table on p. 12).

Scrounging

The Cast may be able to scrounge some necessary or even just useful equipment as they journey through the corridors. ZMs, don't be too stingy. If the Cast Members look for something specific and it makes sense for it to be there, give it to them. Clothes, for example, can be found in a patient ward. Tools, flashlights, and such will be in custodial areas. Scalpels, knives, and other basic hand weapons can be found in operating rooms and labs. Medicine and first aid equipment are givens. Guns might be available on the corpses of security guards and police. It's even possible, once the Cast escapes to the city streets, that there might be burned-out military vehicles left behind from the National Guard's attempts to control the situation. These could provide weapons, ammunition, military supplies, and even body armor.

Using the Table

ZMs should not feel tied to the table as it stands. If you have a specific area in mind that you'd like the Cast to explore, throw it in there! However, if you have players making Tests to find their way out, you should still make a roll on the table, if for no other reason than to give the Cast a choice of where they want to go.

Alternatively, if the ZM wishes a more logical and structured approach, he can forego the table altogether and search online for hospital floor plans. Many hospitals include maps of their facilities on their sites, and a Web search for "hospital floor plans" should turn up some options for you. If you use floor plans, the same modifiers for zombie encounters should be used as those on the table.

Exploration/Zombie Encounter Table

Result	Location
1	Stairwell (1–7 leads to another wing; 8–0 leads to an exit)*
2	Biochem Lab or Operating Room (ZM's choice; +1 chance of zombies)
3	Pharmacy
4	Administrative Offices (there is a clearly marked path to the exit here)
5	Patient Ward (+3 chance of zombies; there is a clearly marked path to the exit here)
6	Morgue (+5 chance of zombies)
7	Psych Ward or Other Specialized Care Wing (cardiac, cancer, etc.; ZM's option to modify chances for zombie encounter as you see fit)
8	Emergency Room (+1 chance of zombies; there is an exit here)
9	Trauma/Intensive Care Unit (+2 chance of zombies)
0	Cafeteria (+2 chance of zombies) or Storage (–1 chance of zombies)**

* The Cast shouldn't stumble upon the exit the first time they encounter a stairwell, and perhaps not even the second or third time. In addition, the Cast can always find a stairwell just by looking for one.

** There is only one cafeteria in the hospital. Future results of "0" on this table will always be some sort of storage (custodial, lost and found, linens, etc.), at the ZM's discretion.

The Waking Dead Zombies

Strength 2 Constitution 2
Dexterity 1 Intelligence 1
Perception 2 Willpower 2
Dead Points 15 Speed 2
Endurance Points n/a Essence Pool 10
Skills: Brawling 2

Attack: As normal human or by weapon (Bite deals d4xStr (4))

Weak Spot: Brain

Getting Around: Slow and Steady

Strength: Dead Joe Average

Senses: Like the Living

Sustenance: Who Needs Food? All Flesh Must Be Eaten!

Intelligence: Tool Use 1

Spreading the Love: One Bite and You're Hooked!

Power: 17



Exit Signs??

Someone in the Cast is likely at some point to look for "Exit" signs. This is a clever play and should not be discouraged. Have the Cast make Perception and Notice Tasks to locate (and follow) Exit signs to the door. Keep in mind, however, that not every floor or wing will have an exit sign. Note that some of the exits (at the ZM's discretion) may have been barred shut, indicating an effort either to keep something in or keep something out.

In any case, it should take at least d8(4) Perception and Notice Tests (with corresponding rolls on the location table) for the Cast to finally find its way out.

Sharing the Love

These zombies have a version of the "One Bite and You're Hooked" Aspect. This means that if anyone is bitten by a zombie, within 24 hours the infection will spread to the rest of the body and turn the victim into an undead.

Amputating the affected limb within that time allows a Difficult Constitution Test; if successful, the infection will not take hold. Otherwise, after 48 hours the victim will fall unconscious and die, waking up within d4(2) minutes as a zombie. Those killed by zombies will awaken as zombies within 24 hours of being killed. In either case, destroying the brain will stop the transformation, as will killing the victim (or ensuring he stays dead).

Scene Two: City Streets

Scene two is pretty wide open. The Cast escapes the hospital to find the streets a wasteland. At least d8(4) zombies will be wandering aimlessly in the streets; unless the Cast Members make a lot of noise or do something else to draw attention, the zombies are unlikely to note their presence for a while. However, the ZM may wish to exacerbate the situation by describing the zombies as people, to keep the Cast unaware at first.

Vehicles are on fire, and a body dump is just outside the hospital. The Cast will note, with a Perception and Notice Test at +2, that all of the bodies in the dump have been shot, clubbed, or stabbed in the head.

By the time the Cast Members escape from the hospital, it's near dusk. As they wander the streets, a Simple Intelligence Test will reveal that as the sun sinks, more zombies seem to be wandering out from the shadows. The Cast will need to find a place to hole up for the night. The ZM can take as long as he wishes for this to occur; it can be as simple as finding an unoccupied house and locking it down, or as dramatic as having to clear a structure of zombies and fend off a *Night of the Living Dead*-type assault all night until the herd thins at dawn.

Any time a Cast Member shoots a gun, the ZM should make a Simple Perception Test for the zombies. Success indicates d10x2 (10) more zombies arrive on the scene within one minute. It becomes clear very quickly that loud noise attracts the walking dead.

Other options for holing up include stores, high-rises, or any type of building the Cast might desire. If the ZM sets the adventure in her home town, more and better options present themselves due to familiarity with the real-world surroundings.

Pieces of the puzzle can be found in newspaper clippings that might be left over from the disaster. It seems that a few weeks ago, a meteorite that had somehow missed the detection of Earth's astronomers just missed smashing into the planet. As it passed the upper atmosphere, the rock's grav-

ity very subtly shifted Earth's orbit, while releasing radiation and cosmic particles into Earth's atmosphere. The papers described this as a "near miss," and the radiation and particles were reported to be harmless.

The next newspapers the Cast finds, however, have huge headlines such as "THE DEAD WALK" and "ZOMBIES ARE REAL." Of course, society collapsed quickly, so there are no detailed reports about what happened thereafter.

There are three important goals to achieve in Scene Two. The first is that the Cast can finish equipping themselves. All manner of supplies should be available in the city, if the Cast has the brains and stones to brave the zombies to get them. The second is to make it perfectly clear that the city is *not a haven*. It's crawling with thousands of zombies, and a few narrow escapes should make that quite obvious.

The Dreams

The third and final goal to achieve is to establish the dreams. Every night, the Cast have dreams that direct and guide them to a survivors' settlement about a week's walk outside of the city. With a single exception, everyone in the Cast dreams of a young man, exceptionally handsome, with an aura of peace and goodness about him. This man, named Damien, is gathering survivors to him to start anew. The dreams also feature warnings and portents of a dark woman, also of surpassing beauty, but of a palpable sense of seductive evil. She warns the survivors that going to the camp will result in their destruction, and that their only hope is to come to her, kneel, and submit to her authority. There is something purely terrifying about her, and the Cast fears her greatly.

The sole exception to this is one Cast Member, chosen either randomly or at the ZM's discretion, whose dreams are the opposite of those the rest of the Cast experience. This Cast Member is seduced by the Dark Woman in his dreams. She identifies herself as Maria, and promises him (or her) that the Cast Member will become a King (or Queen) at her side. Great power, privilege, and pleasure await this

Cast Member if she helps the Dark Woman. She will tell the Cast Member that the Angelic Man is a deceiver, that he is drawing the others into a trap and they will be forever duped into slavery and servitude with him. She will admit to the Cast Member that dark deeds will be required to free herself from the hold of the Angelic Man, but with bravery they will succeed.

This could play out two ways. The Cast Member could refuse the Dark Woman, either openly or secretly, in which case the Dark Woman will attempt to choose another Cast Member; or the Cast Member could side with the Dark Woman. The Zombie Master should be secretive about the seductive dreams, pulling players aside to play out the dreams of the Dark Woman, so that the others don't know what's going on.

If all of the Cast Members eventually refuse the Dark Woman, she will send waves of zombies after them to stop them from getting to the settlement, because they will then know she's plotting something and she doesn't want them to warn her adversary.

If one of the Cast Members accepts her offer, she will order that individual to sabotage the journey in subtle ways that will preferably result in the death of any who have refused her. Her goal is to get one of her followers into the settlement so that she can make the job of invading all the easier. The ZM should be creative and subtle in concocting schemes of sabotage, but some could be siphoning gas out of the vehicles in which refusing Cast Members are traveling, or "accidentally" trapping refusing Cast Members in compromising situations. As a last resort, she'll order outright assassination if ever the two are alone together.

On the other hand, if the first Cast Member accepts the offer, she will allow the journey to proceed undeterred, save for requesting certain small tasks of the Cast Member to prove her loyalty and to further her own goals. This section is wide open to interpretation, so the ZM should be creative.

In the end, it shouldn't take more than a couple of days for the Cast to set out east to the survivors' settlement of Bastion.

Scene Three: The Journey

Scene three is another wide-open scene. There are few guidelines as to what happens here, and the journey to Bastion is really up to the ZM. It can be as smooth as silk, glossing over this section with "your travel to Bastion goes without incident," or it can be as complex and dangerous as the ZM likes; the cast is, after all, crossing over the wasted terrain of a post-apocalyptic world that is crawling with zombies.

In the end, the Cast will reach Bastion. The settlement is the size of a large village and is protected by heavy stone walls built by the inhabitants. A large gate at each of the compass points serve as entrances and exits. No paved roads lead to the village; Cast Members will need vehicles capable of off-roading (4-wheel drives or motorcycles work best) to get to the village. However, once they present themselves and demonstrate that no one is bitten, they are welcomed with open arms. They are greeted by Damien himself, who exudes an aura of calm and peace . . . unless one member of the Cast has succumbed to the seductions of Maria. Damien draws away sharply from this Cast Member, as though afraid to touch him. However, he himself seems not to understand what repulses him about the CM, and he quickly apologizes and welcomes him to Bastion. If asked later, he will simply say that there is something preventing him from seeing the Cast Member's heart, and that frightened him.

Scene Four: The Betrayal and Showdown

Bastion is a strange combination of modernity and anachronism. It is structured much like one would imagine a frontier or even medieval village, with a general store, restaurant, saloons, bunk houses, doctor's offices, and other amenities common to village life. The buildings are crude, having been built very quickly out of stone and logs from the nearby environs—the survivors chose an area with a thick forest nearby, as well as a large quantity of



Jeep

Weight: 2000	Handling: 3
Speed: 70/50	DC: 70
Acceleration: 20	AV: 2
Toughness: 4	Range: 320



Van

Weight: 4500	Handling: 2
Speed: 110/65	DC: 57
Acceleration: 20	AV: 2-5
Toughness: 2	Range: 450



Sedan

Weight: 2500	Handling: 4
Speed: 130/65	DC: 45
Acceleration: 30	AV: 2-5
Toughness: 2	Range: 550



Pick-up

Weight: 3500	Handling: 3
Speed: 110/65	DC: 51
Acceleration: 25	AV: 2-5
Toughness: 3	Range: 450

Sample Vehicles and Vehicle Attributes

Weight: The average unloaded weight in pounds.

Speed: In miles per hour, this Attribute is divided into maximum speed, and average cruising speed.

Acceleration: This is how many miles per hour the vehicle can increase its speed per Turn.

Range: Basically, how many miles a vehicle may travel with a full tank of gas. This is an average.

Toughness: This is a general measure of the vehicle's ruggedness, redundant systems and damage control systems. It determines how long a vehicle can continue to function even after being heavily damaged. This attribute is roughly equivalent to a human being's Constitution Attribute.

Handling: This is a measure of the vehicle's maneuverability. Handling is comparable to a human being's Dexterity. For some driving and piloting tasks, Handling replaces or modifies the pilot's Dexterity.

Damage Capacity (DC): This is a rough estimate of how much damage a vehicle can take before it is destroyed or inoperable. Generally, damage modifiers do not apply to vehicles, which take only the basic damage rolled or generated.

Armor Value (AV): The armor value of the vehicle.

natural stone blocks. The ZM can, if desired, utilize a map of any Old West town or medieval village he can dig up online to serve as a map of Bastion.

A large town or city is within a day's ride away, and occasional parties are sent out to forage for necessary supplies. This is a dangerous job, but there is no shortage of volunteers to perform it. The Cast should have no trouble finding ways to make themselves useful. ZMs running this scenario as a campaign can easily form months' worth of adventures with the PCs foraging for supplies, fighting off zombie attacks, dealing with the day-to-day problems and politics of a newly forming society, and even scouting to find out what the adversarial settlement of Perdition is up to in the south.

Bastion is perhaps ironically almost a utopia. There is no money, and everyone chips in because it's what's needed to survive. Each person serves as best their skills allow. The Soccer Mom, for example, might find work in a daycare center, looking after the children of the community. Greed is not known or tolerated here; each person takes what she needs and doesn't succumb to gluttony. When someone is in trouble, the entire community bands together to help. And Damien has a strange way of helping people see the error of their ways when they stray from the path. The only time no mercy is shown is when someone is bitten by a zombie. There is no cure for this—everyone knows it. If someone is bitten, she is put down immediately and humanely, with a shot to the head. She is then buried properly in a cemetery not far outside the village.

Eventually, however, Bastion is going to come under assault from the forces of Perdition, Maria's settlement to the south. If one of the Cast has fallen under Maria's power, this Cast Member will be instructed to sabotage Bastion's defenses at a critical moment to allow her forces to enter. Otherwise, the attack will come out of nowhere and will be a straight-up assault on the walls of Bastion. Maria herself will lead the attack, believing that she will be needed to finish off Damien, or at least balance out his power. Indeed, much of the battle will see Maria and Damien as nonfactors, each using their vaunted powers to nullify the other.

The Truth

Damien is not human. He is an angelic being sent to help humanity rebuild in the face of the tragedy. Maria, likewise, is not human, though she once was. She was once a pious and good woman who believed with all her heart that she would be one of the chosen in the End Days. Since the Rise, she has become host to a demon who has remade her in Hell's image. She is still convinced that hers is the right way, and believes that she must destroy Damien's civilization to preserve society. Her moral compass has been irrevocably shifted so that she views evil as good and vice-versa. Unfortunately for the Cast Members, who have to be the heroes of this little drama, rules that Damien cannot explain prohibit him and Maria from directly facing each other in battle. Neither one can harm or hinder the other in any way. This can come out by one attempting to attack the other and failing, or by Damien simply knowing this to be the case and informing the PCs. It's up to the ZM, though the former seems more dramatic.

However, Maria and Damien are both vulnerable to normal physical attacks, though they have far more ability to resist damage than normal humans, so the PCs can battle Maria and possibly emerge victorious.

Perceptive Cast Members (Perception and Notice Tests) will note that Maria's forces include living humans and zombies working side by side, and the zombies are not even paying attention to the humans serving Maria; however, they attack the humans of Bastion viciously. The battle serves as a backdrop to the Cast's heroism here, but if the ZM running this scenario as a complete campaign wishes to actually run the battle itself, there are mass combat rules available in Eden's *Band of Zombies* sourcebook for *AFMBE*.



Inevitably, the battle is going to go poorly for the heroes, as they are outnumbered to begin with (after all, Maria has armies of undead at her disposal) and it seems that everyone who dies during this battle simply rises up again at Maria's command. For purposes of this final showdown, everyone is affected by the "Only the Dead" Sharing the Love in addition to "One Bite and You're Hooked." That is to say, every single person who dies, unless the brain is destroyed, rises as a zombie and fights against Bastion. It is Maria's presence that causes this—the demon inside her taints everyone who dies.

ZMs should allow the Cast to conduct themselves heroically during the battle. At some point, they should find themselves in pretty dire straits—the zombies will have gotten into Bastion and the Cast Member (if any) who betrayed the group may have been found out. They should find themselves at this point with Damien, who explains (especially if the Cast have not seen this for themselves) that he cannot seem to harm Maria, but it seems that she is vulnerable to attacks from normal people. He entreats the Cast to fight or sneak their way through the lines to Maria and take her down, while he uses what power he has to try to protect the people of Bastion.

At this point it's all up to the Cast. They have to get through the enemy lines, battling against undead and living alike, and try to get to Maria, who is well-protected behind her armies. Once the Cast Members reach her, they will have an epic battle on their hands as they whittle her down to nothing while trying to remain alive themselves. If a Cast Member is still secretly serving Maria at this time,

that Cast Member will be "sealed" by her to walk unmolested among the dead . . . and this Cast Member might choose to turn on her allies at a very critical moment

If the Cast manage to kill Maria, the humans who had been fighting alongside Perdition's forces lose her protection and their zombie allies turn upon them. The "Only the Dead" effect vanishes, enabling the forces of Bastion to fight back and, at the very least, escape the slaughter with Damien. It's also possible that during the battle Damien is killed, leaving the survivors to make it on their own. In any case, when all is said and done, the survivors find themselves trying to eke out an existence in a world gone mad. But at least they are still alive.

Epilogue

If the ZM wishes the campaign to continue, he can resurrect Maria. She is, after all, merely a human who has played host to a demon from Hell. This demon can possess another, imparting the abilities of a Zombie Lord to that person, or it can manifest physically, spreading destruction across the world. Likewise, Damien can return, or another angelic being can descend to help humanity. Adventures can abound as the forces of good and evil continue their battle over a wasted world.

Maria the Dark Woman

Strength 3

Dexterity 3

Perception 3

Life Points 250

Endurance Points 38

Essence Pool 51. Maria regenerates Essence at the rate of 4 Essence every five minutes.

Constitution 4

Intelligence 4

Willpower 4

Speed 14

Qualities and Drawbacks: Attractiveness 3, Charisma 4, Cruel 3, Delusions (Good is Evil, Evil is Good) 3, Gift, Hard to Kill 4, Increased Essence 6

Skills: Brawling 2, Bureaucracy 2, Dodge 3, First Aid 1, Guns (Handguns) 1, Hand Weapon (Knife) 3, Intimidation 3, Myth and Legend 3, Notice 4, Occult Knowledge 3, Rituals (Infernal) 4, Seduction 3, Smooth Talking 3, Survival (Wilderness) 3, Tracking 3

Attack: Knife d6 x 3 (9), .45 handgun d8 x 4 (16) or by metaphysics

Powers/Metaphysics

Might of the Dead: Maria's connection to infernal powers grants her 200 extra Life Points.

Seal of the Dead: Maria can imprint her followers with an invisible, psychic "seal" that enables them to move unmolested among the walking dead.

Rule the Dead: Maria and her sealed followers can command any zombie within earshot.

Infernal Fire: By spending 20 Essence, Maria can call fire from Hell to harm her enemies. This fire affects one target at a time and deals d8 x 8 (32) damage. She must make a Simple Perception Test to hit, and the attack may be dodged as normal.

Gear: Dagger, .45 pistol.

Damien

Strength 3

Dexterity 3

Perception 3

Life Points 250

Endurance Points 38

Constitution 4

Intelligence 4

Willpower 4

Speed 14

Essence Pool 51. Damien regenerates Essence at the rate of 4 Essence every five minutes.

Qualities and Drawbacks: Attractiveness 3, Charisma 4, Gift, Hard to Kill 4, Honorable 3, Increased Essence 6, Obligation (Protect Humanity) 3

Skills: Brawling 2, Bureaucracy 2, Dodge 3, First Aid 1, Guns (Handguns) 1, Hand Weapon (Knife) 3, Intimidation 3, Myth and Legend 3, Notice 4, Occult Knowledge 3, Rituals (Infernal) 4, Seduction 3, Smooth Talking 3, Survival (Wilderness) 3, Tracking 3

Attack: Knife d6 x 3 (9), .45 handgun d8 x 4 (16) or by metaphysics

Powers/Metaphysics

Blessing: Damien can impart levels of Good Luck to a Cast Member. For every 3 Essence he spends, he can grant a +1 bonus that can be used on any Task the Cast Member likes.

Divine Sight: By spending 5 Essence, Damien can see the truth in all things and all people for ten minutes. This includes the details of a character's statistics, skills, Qualities and Drawbacks, personality, and true nature. However, he cannot "see" the truth in those sealed by Maria.

Holy Fire: By spending 20 Essence, Damien can call fire from Heaven to harm his enemies. This fire affects one target at a time and deals d8 x 8 (32) damage. He must make a Simple Perception Test to hit, and the attack may be dodged as normal.

Strength of Ten: By spending 15 Essence, Damien can add +5 to his Strength (which also adds 20 Life Points) and is immune to shock and pain for the duration of a battle.

Touch of Healing: Each Essence point Damien spends allows him to heal d4(2) points of damage to another creature. Unfortunately, this power does not allow him to negate the transformative effects of a zombie bite, which are inexplicably beyond his abilities.

Gear: Dagger, .45 pistol.

Close Combat Weapons Table

Weapon Type	Damage
Punch	D4(2) x Strength
Kick	D4(2) x (Strength + 1)
Small Knife	D4(2) x (Strength - 1)**
Large Knife	D4(2) x Strength**
Short Sword/Huge Knife	D6(3) x Strength**
Fencing Foil	D6(3) x Strength**
Broadsword	D8(4) x Strength**&
Bastard Sword	D10(5) x Strength**&
Greatsword	D12(6) x (Strength + 1)**@
Rapier, Edge	D6(3) x Strength**&
Rapier, Point	D8(4) x Strength**&
Katana	D10(5) x Strength**&
Spear	D6(3) x Strength**&
Spear Charge	D8(4) x (Strength + 1)**&
Staff (Short Punch)	D6(3) x Strength
Staff (Swing)	D8(4) x (Strength + 1)@
Small Mace	D8(4) x Strength
Mace	D10(5) x Strength&
Large Mace	D12(6) x (Strength + 1)&
Wood Axe	D8(4) x Strength**&
Battle Axe	(D8 + 1)(5) x Strength**&
Greataxe	D12(6) x (Strength + 1)**@
Halberd	D12(6) x (Strength + 2)**@
Small Club/Stick	D6(3) x (Strength - 1)
Police Baton/Large Stick	D6(3) x Strength
Bat/Club/Pipe/Chair	D8(4) x Strength&
Chainsaw	D10(5) x Strength**&
Broken Bottle	(D4 - 1)(1) x Strength**

** Indicates a stabbing/slashing weapon. Damage is calculated normally, and then armor protection is subtracted. Remaining penetrating damage is doubled.

& Weapon may be used two-handed, raising the character's effective Strength by 1 when calculating damage. For example, the Spear does D6(3) x Strength one-handed, and D6(3) x (Strength + 1) two-handed.

@ Weapon must be used two-handed. Damage modifiers have already been accounted for in the formula.

Ranged Weapon Table

For all ranged weapons statistics, ballpark figures have been used. Weapons experts should feel free to pencil in any more accurate ranges, or plug in the latest *Guns and Ammo* statistics, depending on the specific weapon employed. Note that bullet type modifies damage.

Weapon	Range	Damage	Cap
Thrown Rocks	3/7/10/13/20	1 x Strength	n/a
Thrown Knives	3/5/8/10/13	D4(2) x (Strength -1)	n/a
Short Bows	5/13/40/65/100	D6(3) x (Strength)	1
Long/Composite Bows	10/30/50/100/200	D8(4) x (Strength)	1
Crossbows	7/40/65/150/250	D10(5) x (Strength)	1
Handguns	3/10/20/60/120		
.22 caliber		D4 x 2(4)	8-10
.32 caliber		D6 x 2(6)	6-9
.38 caliber		D6 x 3(9)	6-8
9 mm		D6 x 4(12)	10-15
10 mm		D6 x 5(15)	10-15
.45 caliber		D8 x 4(16)	7-10
High-Velocity Handguns	4/15/30/90/180		
.357 magnum		D8 x 4(16)	6-10
.44 magnum		D6 x 6(18)	6-10
Submachine Guns**	3/15/30/100/200		
9 mm		D6 x 4(12)	20-40
Civilian Rifles*	10/50/150/600/1000		
.22 LR		D4 x 4(8)	1-10
5.56 mm		D8 x 4(16)	1-30
.30-06		D8 x 6(24)	1-10
7.62 mm		D8 x 5(20)	1-30
Shotguns (12 gauge)			
Buckshot	10/30/50/100/200	D8 x 6(24)	1-8
Slug	5/50/100/200/300	D8 x 5(20)	1-8
Assault Rifles**	10/50/150/600/1000		
5.56 mm		D8 x 4(16)	20-30
7.62 mm		D8 x 5(20)	20-30
Machine Guns			
5.56 mm	10/100/300/1000/3000	D8 x 4(16)	200
7.62 mm	10/150/300/1000/4000	D8 x 5(20)	100
.50 caliber	15/200/400/2000/6000	D10 x 6(30)	100

* Single shot or semi-automatic.

** Capable of burst and automatic fire.



WANT MORE ALL FLESH MUST BE EATEN

All Flesh Must Be Eaten is a game that combines elements of horror (there are walking dead in this world, and they feed on humans) with survival (characters have the rely on their skills and abilities to live through the night) and conflict (the characters may know the truth; what are they going to do about it?).

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All Flesh Must Be Eaten™

Ammo Record Forms

Keeping track of ammunition is essential in a game of survival horror. Thus, the following ammo record sheets are highly suggested. Please photocopy and distribute them to the players so they may keep track of ammunition for each of their guns. Alternatively, a Zombie Master might hold these sheets and record the ammo as it is used.

This enables Zombie Masters to determine exactly when their hapless zombie chow runs out of bullets.

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My God, these people are dead! They're walking around and they're dead!

You wake up in a hospital, confused, alone, haunted by memories of the injury that put you there, and by strange dreams calling you to travel. You're surrounded by strangers, others who look as confused as you. Nobody knows what's going on. There's only one thing for sure.

The world has gone to Hell.

You haven't seen another living soul since you woke up. But that isn't to say you haven't seen others walking around. Because the city is crawling with walkers...rotting, starved, ravenous walkers who may once have been people, but now are just animated corpses, hungry for your flesh and blood. Your only hope: follow the dreams to find the survivors. But are your dreams leading you to hope and a new beginning...or betrayal and a death trap?

This is the world after the Rise...
a world where the living struggle to reclaim society from the dead, for whom All Flesh Must Be Eaten!

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EDN8050
ISBN 1-933105-09-7