



# ZOMBI

the earth wont hold the dead

CREDITS

Bones and Guts: Matt Johnston

Fleshing Out by: Paul Keenan, Colin Johnston

Visceral Arts: PJ Holden

Zombi is Copyright © 1998 Matt Johnston. All rights reserved. Attempts to copy the succulent and juicy bits of this book will result in a plague of flesh-crazed lawyers descending upon your home, flaying your skin and gnawing even the cartilage from your freshly slain corpse. Reproduction of material from this book by any means without written permission from The Late Gaming Co is expressly denied, except for limbs...I mean... parts used in reviews of the game. Survivor sheets may be copied for personal use only.

## **the earth won't hold the dead**

The first few pages of this journal have been destroyed by fire and by weathering. The actual location of the structure is unknown. It becomes legible halfway down page six.

*“Though the sun overhead had been baking the skin from their backs, his men had been digging without pause for several hours. After all, they were two hours behind schedule and they were losing money with every minute that passed.”*

Some pages have been damaged describing the outer defenses of the structure.

*“The stone rolled away quite easily, surprising two of the men who panicked in their attempt to get out of the way. The stone rolled on, oblivious to their cries and over a mans leg, crushing it from toe to knee. I didn't notice until later for my attention was riveted to the space the stone had left. A hole, an opening!”*

*“Laverne could not decipher the hieroglyphics. He would shake his head and mutter about eternal life and how there was no opposite to eternal life. I didn't understand what he was talking about. I had what I wanted. In a few days I would be recognised among my peers with this discovery”*

*“Two men in the workforce have died. The first one, the man whose leg was crushed, was stricken with a strange fever that seemed to abate but an hour later he was awake again and attacking the other people in the camp. He'd managed to kill his nurse before the men subdued him. Apparently they had to smash his skull open with a spade to stop him.”*

*“Five men came from the village today. They spoke to the workers in private. First they herded all of us into a single tent. Maurice shot two of them before they knocked him senseless. Then have taken the charges and the equipment and resealed the chamber. They are returning now. I think we may be in hot water.”*

Transcript from the journal of missing archaeologist Alain LaFontaine unearthed in Egypt, 1992. LaFontaine discovered an unknown pyramid and went missing after a workers dispute in 1907. Translated from the original French.

**the earth won't hold the dead**

**Introduction 5**

**Survivors 6**

**Surviving the System 14**

**Fighting the Living and the Dead. 16**

**Kit 21**

**Gamesmaster Section 24**

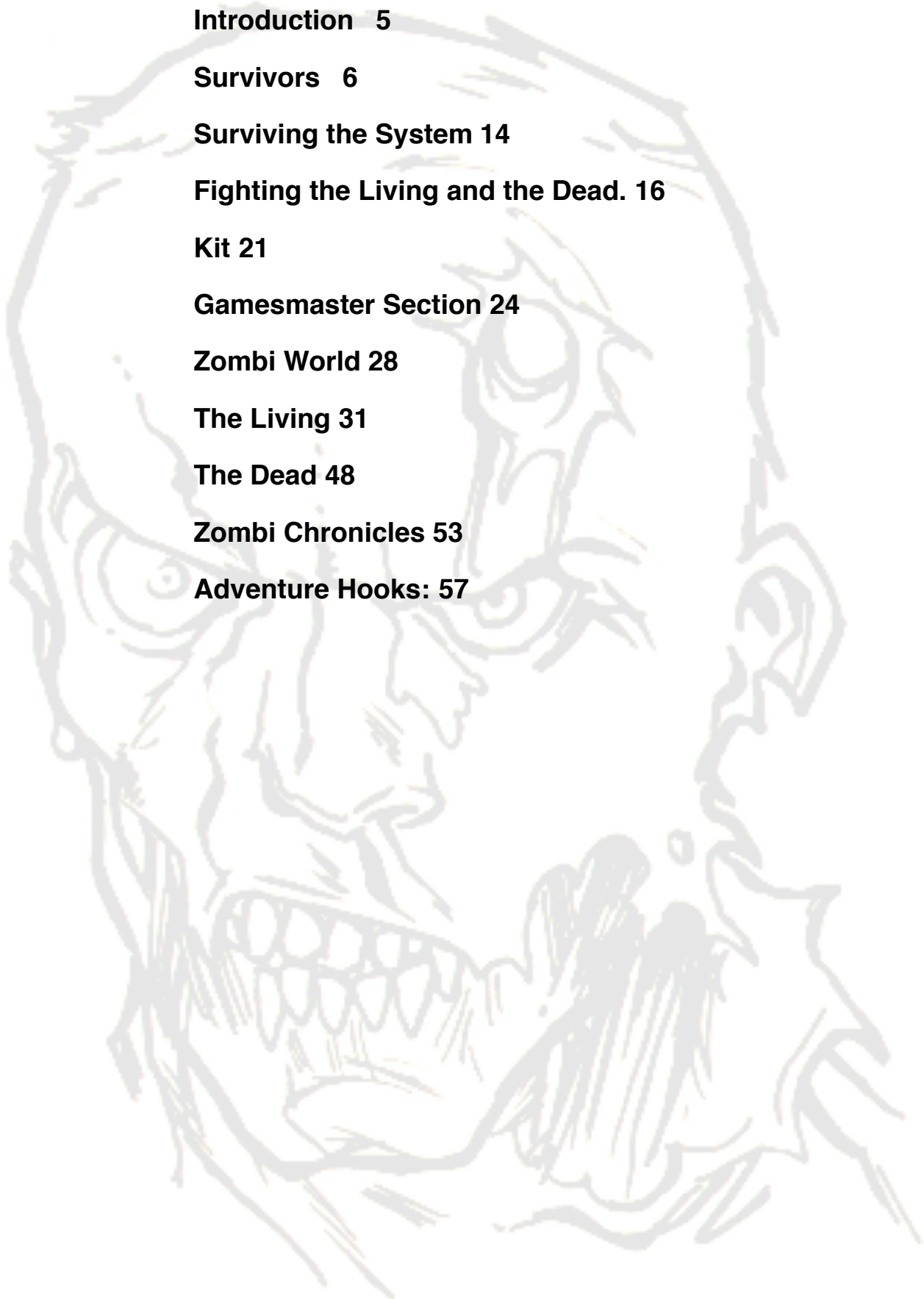
**Zombi World 28**

**The Living 31**

**The Dead 48**

**Zombi Chronicles 53**

**Adventure Hooks: 57**



## **Introduction**

What if the people who were dead got up one day?  
What if they got up and started killing other people?  
What if the people they killed just got back up and killed some more people?  
What if it had already started?  
What if that day was **yesterday**?

Zombi is a roleplaying game set in the world of the Zombi. The Dead walk the lands, killing and eating the living. Society has fallen and the only thing left now is to break out, find an island somewhere, live a little...before then end. But there must be more than just static and deserted cities out there? Sometimes you hear the radio talk for a while, sometimes you see lights in the sky and they remind you that even as the streets are haunted with shambling, rotting monsters, humanity is out there waiting for a chance to reclaim everything.

This is a roleplaying game. Roleplaying is a form of interactive and narrative storytelling. It is essentially improvisational theatre with rules - a creative and constantly challenging medium. It is also a lot of fun.

In no other medium can you identify with the protagonist as much, feel the thrill as the villain is defeated or the sorrow as you mourn for a fallen comrade. Players of the game must identify with their Survivors. Survivors make friends, save lives, live in exciting times but they also fall in love, have children, grow old and die. This is what makes a roleplaying game different from other games. The game is not about dice, high score and racing around a board. Roleplaying is a fun and worthwhile hobby.

Nothing more.

**Characters in Zombi are referred to as Survivors.**

## Survivors

To create a Survivor in Zombi you need 2 six-sided dice, a blank Survivor sheet, a pencil and some extra paper. There are ten traits on the Survivor sheet, each starting with a value of 3. There is also another box for a statistic called "Panic" which starts at 0. Qualities can give your Survivor extra advantages and LifeNotes add a little extra colour.

**Concept:** Spend a little time and think of a Survivor concept that would be fun to play in Zombi. Check with your GM as he might want all the Survivors to know each other. This is very important! You might consider skipping ahead to the LifeNotes for a little inspiration. The concept is more important than you might think because it tells the GM how to run the game for your character. The traits below are deliberately vague and your survivor concept determines the difficulty of certain situations. For example: if your survivor is a kindergarten teacher then she may get a negative modifier when she uses her Movement trait to pilot a helicopter if the GM even permits her to try! On the other hand when talking to children or grown men she may get a special career-related bonus! She may know a little first aid but would probably not have career-related firearms experience.

**Traits:** There are ten traits and each starts with a value of 3. These represent skill and knowledge areas which your Survivor may have developed before the start of the game. Each Survivor has 25 points to divide between these traits to simulate learning and experience. Traits can also have specialities described later which focus the trait.

A maximum of 6 points can be added to any trait (starting Survivors can only have a maximum starting trait of 9!). Through the Qualities system and the Panic statistic it is possible for a Survivor to only have 15 points or as many as 35 points to spread (see below).

Trait List:

**CloseCombat** - the skill for fighting in close quarters with fists, feet, teeth, head, knives, clubs, whips, bottles and chairs. And yes it includes chainsaws and other power tools.

**FireArms** - the skill for shooting pistols, rifles and shotguns. Includes basic knowledge on how to clean and strip the weapons. Can include any ranged weapon.

**B&E Action** - the skills necessary for thieves, cat burglars and pickpockets. Includes a little safecracking, escapology and similar larceny.

**Stealthing** - the skill for camouflage, moving silently, concealing items on your person and hiding yourself from sight. Know how to cover your tracks and construct concealed entrances.

**Movement** - the skill for running, swimming, jumping, throwing, driving, piloting and sailing. Also used as a measure of endurance for physical activity. Very useful.

**Awareness** - the skill for being observant, tracking zombies, listening for sounds and searching for clues. Also used for seeing if a survivor wakes up when a zombi is approaching.

**Scrounging** - the ability to jury-rig, fix, repair, adapt or otherwise get working kit in a world that doesn't have readily available trained professionals such as mechanics and machinists.

**Persuasion** - the skill for charming, bribing, commanding, bargaining and arguing your way into and out of trouble. Enhanced through violence, bribery, sex and sheer charm.

**Survival** - the skill for surviving in the great outdoors including how to snare food, identify edible plants, find potable water, light fires and keep a semblance of civilisation.

**Medicine** - the skill for diagnosis and treatment of injuries. At higher levels it can be taken to represent actual qualifications and will enable the medic to perform essential operations (amputation for example).

### **Careers or “But I wana be a sol-ja!”**

It is important to make sure that the trait levels you choose for your Survivor are in line with his career and life experiences. If you want to play a leathery ex-marine - make sure the combat and survival skills are high enough. Research may not have a high priority for such an individual. Similarly a Journalist will probably have good Persuasion, Research and Streetwise traits but his Military trait will be poor. Your GM will be able to help you flesh out your traits with help from the Non-player Survivor information later in the book. If you must choose traits that seem out of place then please take the time to explain to your GM how and why you have them.

### **Other Traits or “What? No Dowsing skill?”**

It is impossible to cover the entire range of human learning and expertise in a roleplaying book. It is also difficult to strike a happy medium between overdetail and lacking detail. Some skill areas have therefore been left out of the trait list. If you decide that you really need the skill then by all means, create a new trait and put some points against it or use a Star (explained later) to create a specialisation of an existing trait. We recommend the latter course but your GM is at and to help you decide and in some cases, tell you what the correct decision is!

**Panic:** The Panic statistic simulates the tendency for Survivors to “panic” when confronted with the walking dead. The Panic statistic starts at 0 and may be bought up or down depending on how many of the initial 25 points the player wishes to spend or save. Panic ranges from +5 to -5 and acts as a modifier to actions. A negative Panic rating means the Survivor is more likely to freeze when startled and gives the survivor that many more points to spend. A positive Panic rating means the Survivor is more likely to be able to react quickly but it costs that many points to get that advantage. By default, Survivors with a Panic rating from -5 to 0 (inclusive) will always freeze for the first round of combat. It is readily apparent how the Panic rating could be used to modify a Survivors traits if the Survivor was in a crisis situation.



## **the earth won't hold the dead**

**Qualities:** These are personal advantages and disadvantages which Survivors may possess and which may give them a little extra bonus or penalty in some situations. Only a few are listed but any can be obtained. Only one side of the coin can be taken though. Someone cannot be Strong and Weak or Attractive and Ugly at the same time. Only one point can be placed in each advantage/disadvantage. Up to a maximum of 5 points can be gained (to add to the initial 25) if disadvantages are chosen.

### **Advantage/Disadvantage**

Light Sleeper/Heavy Sleeper

Strong/Weak

Smart/Stupid

Wealthy/Poor

Healthy/Sickly

Attractive/Ugly

Famous/Infamous

Some of the advantageous Qualities such as Wealthy or Attractive could cause problems in themselves in the broken society of Zombi. The player is encouraged to add to this list with permission from his GM.

**LifeNotes:** Each player rolls once on the LifeNotes table. The table provides a little background and colour to a Survivor and can provide some huge advantages and some minor problems. With the Gamemaster's permission you may roll more than once but the second and subsequent rolls should use a 4-sided dice on the first roll.

If a player finds these tables limiting then the Gamemaster should feel empowered to modify any result and even construct a larger table to add more variety.

## **the earth won't hold the dead**

**Survivor Sheet:** This is for recording details of your Survivor. The trait boxes, the Panic box and the Qualities box have been covered. The Damage Track is also very important and will be covered in greater detail later. Each Survivor has ten damage boxes. As your Survivor is hurt in the game, fill in the required number of boxes and see that you progress from Light (1-3 boxes) to Serious (4-6 boxes) to Heavy (7-9 boxes). The final box is very important. When you have filled in this final box then your Survivor ceases to survive. Whether he stays dead is another matter.

**Finishing Touches:** The Survivor is almost complete. Finish the Survivor sheet and get him or her kitted out. Make sure you have used all of your points, made sure you have the right Qualities and level of Panic. Then hand the sheet to your Gamemaster and place your fingers in your ears while he cackles.

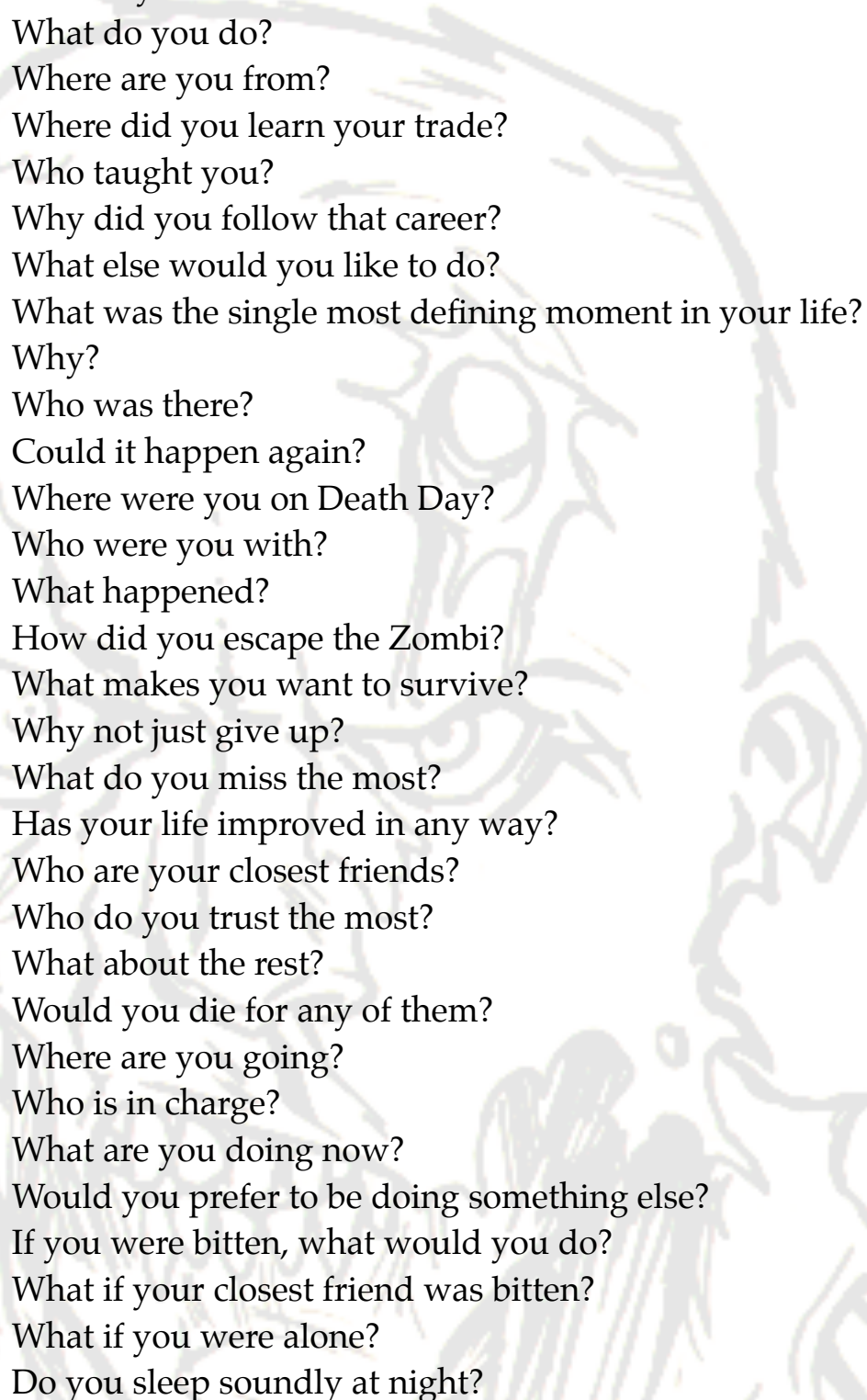
**Groups:** Check with your Gamemaster on the requirements for his game. He might have wanted everyone to have a military background or be a group of people stranded on a yacht. It is important for the group to mesh together and for the individuals to share some experience with each other prior to a game. This helps avoid the tedious “we all meet in a bar” introduction that plagued RPGs of the eighties and the “we all work for someone more powerful than us who we really hate” which was the staple of the nineties RPG scene. From the questions below, ask each survivor in your group three or four questions and record the answers. This helps the player weave a personality for his survivor and develop a background.

## the earth won't hold the dead

### LifeNotes

		1st d6 2nd d6 Result
1	1	One Arm - result of Zombi Attack (1d6-2 added to Panic)
1	2	Dying - has a particularly nasty condition (+2 to Panic)
1	3	So very unlucky - worst luck, never enough room in the van/chopper/boat
1	4	Cash - has 1d6 x 1d6 x \$100 000 stashed somewhere. Useful huh?
1	5	Family killed and now walking dead (1d6-2 added to Panic)
1	6	Military - deserter, now wanted across the country, bad karma
2	1	Secret - involved in some secret government project...
2	2	Sickness - nasty cough, weeping sores but still alive. Ewwww....
2	3	Addict - needs regular fix of something rare (cigarettes, alcohol, coffee)
2	4	Family slaughtered and eaten by Zombis (1d6-3 added to Panic)
2	5	Stigma - looks like the bad guy. Makes others nervous
2	6	Hideous scars - from accident or leisure - look nasty to normal people.
3	1	Rank - minor official, can help and hinder.
3	2	Family killed by other survivors - Revenge!
3	3	Deluded - thinks the world will recover, generally materialistic
3	4	Weird - you feel strange kinship with the Zombi...so alone...
3	5	Rank - senior official, will usually hinder but you get a nice suit.
3	6	Cache - knows a secret place hiding 1d6x100 tins worth of supplies.
4	1	Tech - friendly with a local ham radio nut in a home-made fortress
4	2	Ammo dump - knows of a munitions supply centre, may be occupied.
4	3	Military - enlisted or officer, good reactions from most other military.
4	4	Unlucky - bad things happen, guns jam, easy meal for Zombis
4	5	Tech - friendly with a local Fort where they have national comms.
4	6	Religious Upbringing (-1 to Panic)
5	1	Immune - you will never catch Zombi Plague. When dead, you're dead.
5	2	Cool under fire - never shaken, seldom stirred. (+4 to Panic, maximum 4)
5	3	Scrounger - can get almost anything within reason in a couple of days
5	4	Good Eating - sadly always the target for the most Zombis. Yum.
5	5	Vehicle - useful vehicle in good condition (jeep, motorcycle, small RV)
5	6	Contact - survivor knows a very useful person™. Called on during game.
6	1	Boy Scout - good at finding water, lighting fires, never gets lost etc.
6	2	Deadfriend - if he acts like a Zombi, other Zombis will ignore him.
6	3	Haven - theres an abandoned naval destroyer moored off the coast of....
6	4	Vehicle - very useful vehicle (helicopter, tank, APC, large RV)
6	5	Haven - knows of a secret place giving up to a week of safety.
6	6	Haven - knows a place where life is normal* (may be bound to secrecy)

## the earth won't hold the dead



What is your name?  
What do you do?  
Where are you from?  
Where did you learn your trade?  
Who taught you?  
Why did you follow that career?  
What else would you like to do?  
What was the single most defining moment in your life?  
Why?  
Who was there?  
Could it happen again?  
Where were you on Death Day?  
Who were you with?  
What happened?  
How did you escape the Zombi?  
What makes you want to survive?  
Why not just give up?  
What do you miss the most?  
Has your life improved in any way?  
Who are your closest friends?  
Who do you trust the most?  
What about the rest?  
Would you die for any of them?  
Where are you going?  
Who is in charge?  
What are you doing now?  
Would you prefer to be doing something else?  
If you were bitten, what would you do?  
What if your closest friend was bitten?  
What if you were alone?  
Do you sleep soundly at night?

## **the earth won't hold the dead**

*“It’s just not that uncommon - the idea of the dead coming back to life. I’m not just talking about a spiritual afterlife either. The Egyptians tied their dead up in bandages after removing the brain - one may ask why all this detail. And the slaves who were buried alive? Were they alive? Were the walls of the pyramids designed to keep people out or keep something else within?”*

*There is even evidence to suggest that around 30 AD there was a spate of risings that might have been curtailed by some outside agent or active force. Was the most important thing about Lazarus the fact that he rose or that he didn’t attack people?*

*In my paper I have hundreds of examples. The Inuit have a legend of Walkers - spirits who occupy and animate corpses. In Iceland, the walking dead were a real phenomenon - the result of a curse. In Ireland they have a belief that when burying the dead, you should return home by a different route to confuse the dead who may otherwise follow you.*

*I don’t believe I need to remind you that the word Zombi is part of the afro-atlantic tradition. We saw the signs in Haiti and did nothing. The list goes on and on. I postulate that the risings we are seeing are part of a natural phenomenon and our ancestors learned to deal with these plagues as part of everyday life.*

*In spite of our modern technology, or perhaps because of it, we know a lot less now than our ancestors knew. About natural laws and supernatural laws. If our ancestors could control it, then we can. We need to think the way they thought, live the way they lived.*

*We need to understand what is going on before we can attempt to solve the problem. “*

**Dr. Henry Willard,  
14th October 1999, Open Lecture at Yale.**

## Surviving the System

The game system used by Zombi is very simple and very fast. Take the trait score, roll two six-sided dice and if the total of the two dice is lower than or equal to the trait score then you have succeeded. We have some other rules to complicate matters which will be dealt with later. Some of these describe the quality of the success or failure that might prove important.

**Success:** A simple formula - Trait  $\geq$  Sum of 2d6

### Quality of Success

A player must roll as low as possible in order to get the greatest quality of success. The difference between the trait score and the actual total of the two dice determine the quality of the success, for example, if the trait score is 8 then a roll of 5 will be a 3 point success while a roll of six will be a 1 point success. If the Points of Success are greater than 5 then it is considered to be a Great Success.

### Difficulty

A task may be difficult and that modifies the trait and therefore the chance of success as well as the quality. A difficult task may lower the trait score by 2 points, also reducing the chance for a Great Success. The Gamemaster must decide the difficulty of the task and therefore the modifier.

### Difficulty Modifier Example

Difficulty	Modifier	Description
Easy	+2	Driving above 50 mph
Medium	0	Driving above 100 mph
Difficult	-2	Driving while shooting a gun (wildly)
Formidable	-6	Driving while shooting accurately (trying to hit)
Impossible	-10	Driving while fighting inside a car

### **Panic Modifier**

The Panic statistic simulates the tendency for Survivors to “panic” when confronted with the walking dead. Panic ranges from +5 to -5 and acts as a modifier to actions. The Panic rating modifies the trait either positively or negatively when in the presence of the Zombi menace. The rationale is that the Zombi provokes either paralysing fear or determined action in the Survivor. Yes its a little kitsch but it works. Please do remember that Survivors with negative Panic ratings always freeze for the first turn when the Zombi appears. There are also additional penalties when faced by large groups of Zombis. Sufficient even to make the most battle-hardened veteran hesitate. Serves them right for trading in points for better traits....heh...heh...heh...

### **Opposed Tasks**

Sometimes you have to succeed at a task better than an opponent. All this means is that you roll a lower number than the opponent. For those people using the quality of success rules you could add that the quality of success must be better.

## Fighting the Living and the Dead.

The Combat System is an extension of the main rules described above. There are some extra modifiers for range, additional rules for damage and healing and some descriptions of common weapons in Zombi.

### Range

Some weapons have range. Some are just used in close combat (within 2 metres) and use the CloseCombat trait for deciding whether or not a blow lands. The ranged weapons use the Firearms trait whether they are bows, crossbows, spears, firearms, laser guns or throwing knives. If you roll under your Firearms trait you have hit...at Medium Range. Medium Range (MR) is anywhere from 10 metres to 100 metres. At this level there is no modifier to hit. You either do or you don't. Short Range (SR) is between 1 cm and 10 metres. Some weapons can't be used at 1 cm distance and this is listed in their description. Long Range (LR) is between 100 metres and 400 metres where it gets a little harder to hit things. Extreme Range (XR) is anything beyond 400 metres to about 1000 metres. Anything beyond this is deemed almost impossible to hit anyway though with luck and enhancement this may be actually possible!

### Difficulty Modifier Range

Difficulty	Modifier	Description
Easy	+2	Short Range (1cm - 10m)
Medium	0	Medium Range (10m-100m)
Difficult	-2	Long Range (100m - 400m)
Formidable	-6	Extreme Range (400m - 1 km)
Impossible	-10	How far? (1km+)

### Damage (and Stun)

If a hit has been scored then the damage is rolled. Damage is a number of dice allocated for each weapon. For example, a Light Pistol does 1d6 damage. Each time a Survivor is hit, the Gamemaster rolls 1d6 and the Player marks that number of



## **the earth won't hold the dead**

check boxes on his Survivor sheet. When the tenth box is checked then the Survivor is pushing up daisies. But there are ways to delay this seemingly inevitable end...

Some GMs may wish to impose penalties on Survivors who have taken certain levels of damage. A Survivor with only Light damage suffers no penalty. Serious damage increases task difficulties by one level and Heavy damage increases difficulties by two levels. Dead Survivors find action very hard.

Some weapons do Stun Damage. This is treated as normal damage (you tick off the boxes) but fades after one hour leaving only a mild headache and muscle cramps. "Dead" Survivors are merely unconscious.

### **Making Them Dead Again**

The Dead are very resilient. After all you can't kill what isn't alive. This makes them an extra special challenge that many Survivors will happily warm to. Especially considering the alternative. As the Dead aren't really affected by many attacks we have to consider rules for how and when they are damaged by the repeated ministrations of the Survivors. Rather than having ten damage boxes, the Zombi has twenty points. Once they have taken twenty points they are not necessarily destroyed but instead may be so badly damaged that they are effectively immobile. They may still be capable of killing! The only way to kill a zombi properly is to destroy a certain area of the zombi brain. This area is responsible for the mobility and instinct response and if disrupted will disable the flesh-eating scumbag.

How do we deal with this? Simply increase the Range/Difficulty modifier by one level to simulate the difficulty of hitting the specific area. In addition, to completely disrupt the area you need to do in excess of 5 points of damage. This means you have to be persistent or damn good at what you do.

## **the earth won't hold the dead**

Zombis are not affected by stun damage. Clubbing them does no real harm though if you do more than 5 points you will probably knock it down. Electrical shocks, unless powerful enough to cause combustion, will lay a zombi out for about half an hour. It is pretty helpless during this time and will twitch occasionally. A taser is quite useful.

### **Dodging/Parrying**

These are the best ways to avoid harm. Dodging can only be used against Firearms weapons (bows, pistols) while parrying can only be used against CloseCombat weapons. This division seems a little artificial but it's the way this world works! To Dodge a Survivor must roll under his Movement trait and to Parry a Survivor must roll under his CloseCombat trait. Simple. For extra complexity a GM might demand that the defending player gains a better quality of success than the attacker.

### **Armour**

Armour is the second best way to stop being hurt. Armour subtracts from damage. A pistol shot does 1d6 damage and, for example, scores a 4. The victim is wearing a 2 point armoured vest so the pistol only does 2 points of damage and only 2 boxes are checked off. The problem with armour is that damage from Ranged weapons always does a minimum of 1 point regardless.

After each fight, roll 2d6. If the dice come up doubles, the armour is damaged and must be repaired/replaced. Multiply the result on the dice by ten for the cost of repairs.

### **Healing**

If you must get hurt and you can't avoid it then read on. Healing is the way to get your Survivor back up to fighting strength. Healing comes under the Medicine trait as a First Aid kit is the minimum piece of equipment required. Successful use of a First Aid kit will heal one damage box worth of damage and up to 3 boxes can be healed using this type of kit. Each kit is expended after use. Medical kits have 10 uses and can heal up to 5 boxes before being expended. If both are used then an

## **the earth won't hold the dead**

upper limit of 5 boxes healed is enforced. Only long term healing and convalescence can heal more than this.

While convalescing a Survivor heals one box per week of hospital. The doctors will heal the first 5 boxes in one day (unless already treated as above) but the rest must come through recuperation and rest. If a Survivor does not receive this medical treatment then he will heal no further. If a Survivor lives in a poor, unclean environment during his recovery then his condition will actually worsen by one box per week. The lesson here is don't get hurt in the first place.

### **Perils**

There are other ways to get hurt than being shot or stabbed. Poison will do up to its rating in damage at a rate of 1 point per turn (so a 10 point poison will kill). Fire burns 1 damage box per turn unless put out. Drowning and suffocation causes 1 box per turn until air is reintroduced or Heavy Damage is received. at that point the Survivor loses consciousness. Recovery from suffocation is also 1 box per turn if it has not reached Heavy Damage. Falls cause one point of damage per 20 feet of fall and can be reduced by half if a Survivor makes a successful Movement roll. Being hit by a moving vehicle causes 1 point of damage per 10mph the vehicle was travelling. A GM may also wish to increase or decrease the damage depending on the size of the vehicle or if there are big spikes sticking out of it...

### **Explosives**

An explosive is rated as having a Damage and a Range. When a bomb goes off, everything within 1 metre of the bomb takes the Damage rating. When this has been done, everything within the Range rating (including those within the 1 metre radius) takes the Damage rating. For example, a grenade has a rating of 1d6 (10). If a man stands on a grenade when it does off (or is less than 1 metre from it) he takes 1d6 damage. Once that is calculated then everything within 10 metres (including the man) takes 1d6 damage. The net result is that the man takes 2d6 and everything within 10 metres takes 1d6.

## **Zombi Plague**

The Zombi condition is, unfortunately, contagious. In addition it would seem that the contagion was spread through the population of the US long before the beginning, long before Death Day. It might have been in the air, might have fallen from space, been brought in on a drug-smugglers boat. Who knows.

There is a constant chance that any wound can become infected. After each combat (or situation where there have been other injuries), roll 2d6 for every character who has an open wound. If both come up with a 1 (SnakeEyes) then the character has contracted the infection. Without medical attention the wound will fester and the patient will die. In game terms then character loses one of his damage boxes every day until dead. Even with the best medical attention and antibiotics the character will last months instead of days.

## **Death**

When a Survivor has filled in his last box he is clinically dead. CPR, Alien technology and magic will revive him but most doctors will give up. Depending on your game, you might not have access to technology or magic.

Of course, this is where the fun begins. Any Survivor or NPC who dies will probably rise again and attack any living people he can find. This is dealt with in a later chapter.

## **Kit**

The most basic items of convenience are missed when they are not available. Think how different your life would be if you couldn't get a mug of coffee in the morning, if your breakfast consisted of what you could find as opposed to what you would like. Giving someone else a cigarette means depriving yourself of one. Letting someone join your group means another mouth to feed and another person to keep an eye on.

This is war after all.

In Zombi you will find that things have changed considerably. Money is still valuable but it can't be used to buy anything. What good are small piles of green paper except to perhaps cushion your head or light your campfire. Nonetheless some people value it and will kill you for it. The equipment below is listed according to its barter value. In order to facilitate a sort of apocalyptic economy.

<b>Kit List</b>	<b>Tins</b>
Four tins of baked beans	4
Kilo of Caviar	1
Sack of good vegetables	10
Crate of Beer (12)	20
Packet of Cigarettes (20)	20
Kilo of Fresh Meat	5
Gallon of Gasoline (Petrol, Diesel)	50
Tin of Lubricating Oil (1 pint)	20
Can of AntiFreeze	10
Tin of Paint (1 quart)	20
Bottle of Rust Remover	5
Tub of Petroleum Jelly	1
Heavy (Bite Proof) Coat	40
Steel-toe Boots	30

## the earth won't hold the dead

Kit List	Tins
Ballistic Weave Overcoat	30
Leather Jacket	15
Gloves	5
Balaclava Hat	5
10' x 10' Tarpaulin	20
Fishing Rod and Tackle	10
Ridge Tent (2 man)	20
Camping Stove	10
Fuel for Stove (2 meals)	2
Air Mattress	20
Rowboat	100
4 man Motorboat	200
12 man Cruiser	infinite
Bicycle (varies, may double for mans mountain bike)	30
Moped	70
Motorbike	150
Car	500
Off-road Jeep	2000
Van	2000
RV or 18 wheeler	20000
Helicopter / Plane	infinite

Each price is listed according to its value in tins of beans. The vendor might want between 50% and 500% of the listed price for the item depending on its sentimental value, relative scarcity, personal need and outright greed. The point is that .... well ...it might just be cheaper to steal everything but then again that old codger with the decent vegetable patch might also be a dab hand with that Smith and Wesson he keeps under the counter.

## Weapons

Weapons are the lifeblood of the future. They keep you and me alive. They keep Mister Zombie from the door. They even kill off those annoying survivors. Each weapon is listed with its cost (in tins), the amount of damage it does, the size, number of shots it has and a very basic description. The size is important. Small (S) weapons can be used anytime, Personal (P) weapons are difficult to use in a restricted space (like in a car) and Field (F) weapons can only be used in an open area.

Weapon	Damage	Size	Shots	Range	Cost
Punch/Kick/Butt/Elbow/Knee	1d6/3	na	na	SR	-
Large Knife (fighting, carving)	1d6/2	S	na	SR	5
Baseball Bat/Club	1d6/2	P	na	SR	5
Screwdriver/Stiletto/Pointy Stick	1d6/2	S	na	SR	5
Power Tool (Sander, Drill)	1d6	P	na	SR	30
Petrol Chainsaw	2d6	F	na	SR	50
Composite Bow	1d6+1	F	1	MR-LR	20
Crossbow	1d6	F	1	SR-LR	20
Light Pistol (.32, .38)	1d6	S	6	SR-MR	30
Heavy Pistol (.45, .44)	2d6	S	6	SR-MR	60
Submachinegun (spray 1d6 rounds)	2d6	P	30	SR-MR	40
Assault Rifle (spray 1d6 rounds)	2d6+2	P	30	MR-XR	100
Machine Gun (spray 2d6 rounds)	3d6	F	100	MR-XR	80
Grenade Launcher	-	F	3	MR-XR	100
- Grenades	1d6 (10)	S	1	MR throw	5
Rocket Launcher	-	F	4	MR-XR	200
- Rockets	2d6 (20)	S	1	-	5
Taser (Zombi Zapper)*	2d6 stun	S	2	SR	50
Old leaky dynamite**	2d6 (10)	S	1	MR throw	10

\*The Zombi Zapper always attacks the head and knocks the Zombi out for damage-5 rounds. Then it gets back up...

\*\*Old leaky dynamite is a hazard in itself. Roll 2d6 every time it is moved or knocked and if you roll snake-eyes (two 1's) then it detonates immediately.

## **GM Section**

This section contains the game control rules for Zombi. We have an assumption that you know all the roleplaying conventions and terminology, you have played before and are likely to play again, you know how to read a 4 sided dice...

This isn't really a game for beginners but it is simple and fast and an experienced group could get a workable campaign going in less than half an hour.

### **What's going on?**

The world is in tatters and the dead walk the earth. This is the backdrop to the game. Bands of scavengers roam deserted roads looking for their victims. Families live by their wits in barricaded homesteads on the outskirts of hollow cities. Into this menagerie your survivors must make their way.

The Zombi should not be treated as the adversary by the GM. The other survivors in the world are the adversaries. The Zombi is a natural hazard as much as wolves, cougars, high winds and lightning are hazards. Rather than trying to exterminate the Zombi, the survivors need to take precautions.

### **Sequel Play**

This is often borne out of a one-off game. The game is played again and there may be survivors from the previous game but for the most part the "cast" will have completely changed. This is in keeping with the principal source media. The first game may be centred around a single house, the second around a supermarket and the third around a secret military base (as a well-sourced example). There may be one linking character or the whole Zombi there may be the link. The point being that if your survivor gets chomped because he had excellent library research skills rather than marksmanship then for the Sequel you can choose a survivor with a more martial slant.



## **Campaign Play**

If your game lasts more than a couple of nights and your players manage to hang onto their Survivors and collect more than a couple of Stars then you might have started a campaign. This is usually a good thing. This is the beginning of what makes the best story; there is continuity and even though some things may change, there is always enough similarity to ensure interest. This is like a TV series. You can watch the characters develop and see how they change as their world changes.

### **How do you run a ZOMBI campaign?**

At the most basic level it consists of meeting regularly, using the same characters, continuing play from previous weeks and trying to keep the same storyline. It perhaps runs in the face of the source media as Survivors seldom were seen again but players can get a little demoralised if you chomp them week after week. Campaigns are best run if there is a large group of survivors (10+) and a mid-sized group of players (4-5). Each player should have two survivors, a primary and a secondary and the rest remain in a group pool. Inevitably a primary or secondary survivor will get chomped and a replacement can then be chosen from the group pool. Reasons for the group sticking together should be thought of first; family and duty being foremost. Often they are travelling together but to where? Making the break into a campaign can be very rewarding. If the game is centred about a geographical region then the players can become familiar with the region and can remember when times were different. They will have time to assemble defences and perhaps clear areas of Zombis. They might begin to build anew rather than just live off what is already there. They might recruit others to their banner or spend their time raiding other settlements. They might even be able to settle down, have kids and grow old. Just in case they get bored, you throw other Survivors, hordes of Zombis and insane Military Dictators at them. Taunt them with a weak radio signal, an intermittent television signal and lights on the horizon. If they respond then the game is afoot. If they don't respond then up the stakes or threaten their comfortable position.

## **the earth won't hold the dead**

Look to common television series episodes for inspiration on games. A radio station can be an interesting backdrop with the various personalities as the player survivors. A platoon of tired soldiers on a tour of duty traveling between the deserted towns of the country. A barricaded police precinct harboring the last of the local police force and the remnants of the community. A motley crew of priests, scientists and theologians holed up in an urban monastery convinced they know a cure combining religion, science and theology. A small cadre of soldiers guarding a team of scientists searching for the answers.

### **Rewarding Players for Play**

During a particularly good gaming session you should hand out some sort of reward to the players. The things that seem to work best are little tokens like self-adhesive gold stars that they can stick on the back of their Survivor sheet. These stars not only remind other players to work harder but also have an effect on the player Survivors. A few rules of thumb are to never award more than a single Star for one session and always give all the players the same number. Praise the players who earned their Stars but don't praise or chastise the players who got their stars for just being there. Stars are used by players to add new things to their Survivor, increase their reputation and keep them alive.

Players can use Stars to:

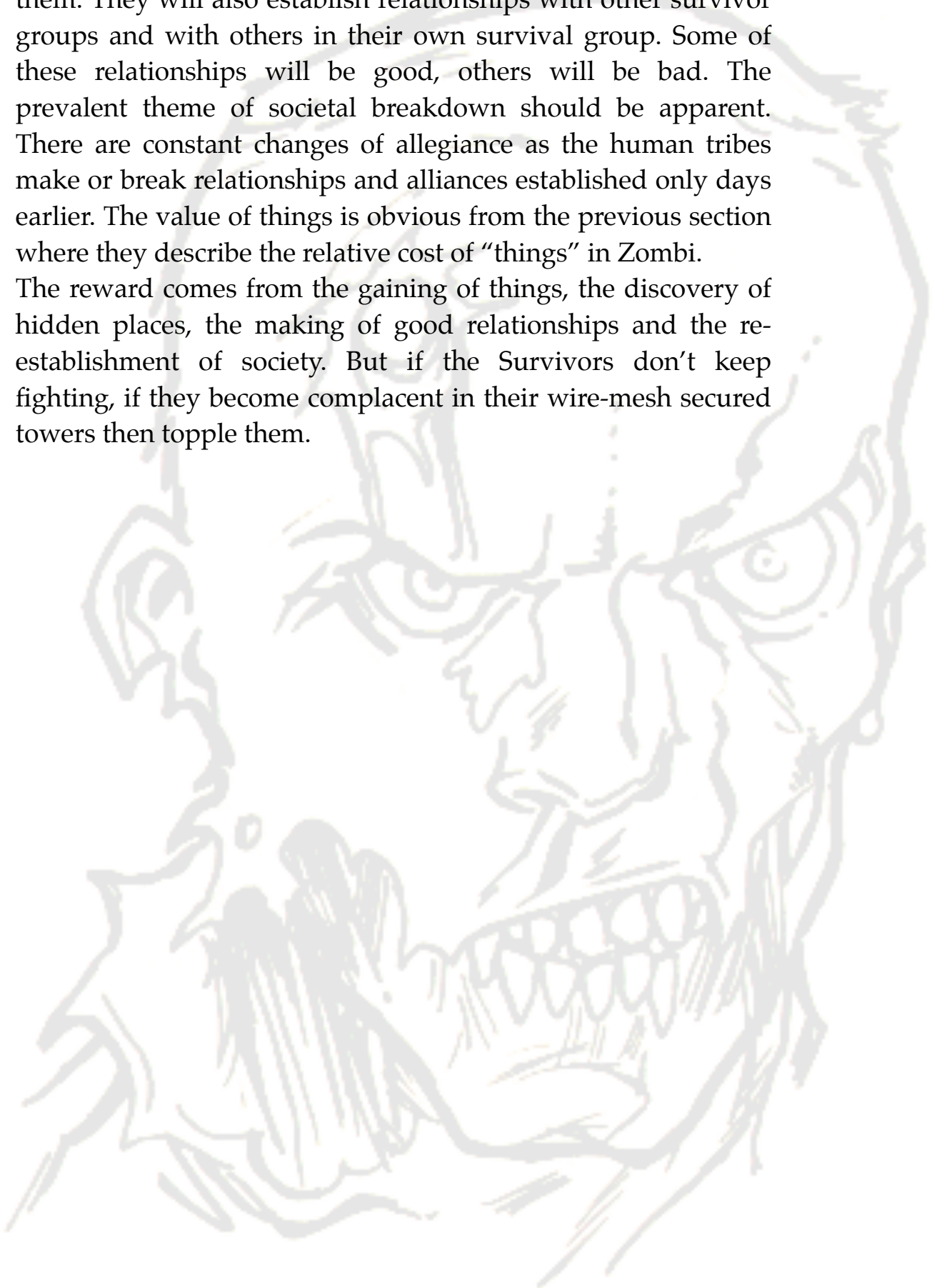
- Heal 1-3 boxes of damage at any time (Second Wind)
- Prevent Death, allowing for Incapacitation
- Have an amazing instance of luck (very useful!)
- Increase a trait by 0.1 points (10 times = 1 full point!)
- Gain a speciality for a Trait (+2 success when used)

### **Rewarding Survivors for Play**

This sounds similar but refers only to the game world. The Survivors know nothing of Stars or dice rolls but they do know of supermarkets, isolated islands, relationships, societal breakdown and the value of things. Survivors will find places like supermarkets and islands but should earn them through

## **the earth won't hold the dead**

blood, sweat and tears. They should have to fight to hold onto them. They will also establish relationships with other survivor groups and with others in their own survival group. Some of these relationships will be good, others will be bad. The prevalent theme of societal breakdown should be apparent. There are constant changes of allegiance as the human tribes make or break relationships and alliances established only days earlier. The value of things is obvious from the previous section where they describe the relative cost of “things” in Zombi. The reward comes from the gaining of things, the discovery of hidden places, the making of good relationships and the re-establishment of society. But if the Survivors don't keep fighting, if they become complacent in their wire-mesh secured towers then topple them.



## **Zombi World**

The Dead are returning to Life. Or at least a semblance of life. The first recorded rising took place on the 14th of August 1999 though most people will recount the 23rd of December that year as Dead Day. At that time there were over two million prowling dead. This was also the first worldwide acknowledgement of the phenomenon and the recognition of the problem. The headlines on the daily papers and broadcast every hour on television and radio caused half the world to huddle in their homes fearful of friends and strangers alike. The other half seemed to pack up shop and flee to the hills with their good friends Smith and Wesson.

The US Government took two immediate initiatives. The first was to begin to set up the Civilian Zones. These areas would provide a little protection for the populace. People found it a lot easier to sleep knowing there was a wall, a wire mesh fence and a few soldiers present to protect them. The Civilian Zones are quite well protected but are constantly surrounded by hordes of zombies. The best defense seems to be deep pits and steep walls. Guard towers and machine guns feature heavily in these overcrowded and unpleasant places. The second initiative was to consolidate their military and economic resources into one place. Rendezvous Point was chosen as the best place to stage a future conflict. Bunkers were already in place and troops were shipped there immediately. It is also the official home of the President and the Chiefs of Staff. In reality the President didn't make it out of the White House. America is held in the grip of a Military Coup though few are aware of it. The US Army, backed by the Marines and guided by the CIA murdered their way into power and took matters into their own hands. Rather than ignoring the menace outside as the previous administration was doing, they took up arms and began shepherding people into safety. Every state has one active military base (except Texas which maintains four).

## **the earth won't hold the dead**

A year after Death Day, society is in pieces. The towns are deserted, the cities lie vacant. The Military keep themselves to themselves and the civilians in the Civilian Zones do their best to stay alive. Europe, due to its individual nations had both advantages and disadvantages. While a country could close borders, it was very difficult to prevent people crossing the fields, lakes and mountain ranges that make up the borders of the nations. Some cities on mainland Europe have become havens for wanderers and refugees from all over. Some, like Paris and Geneva, are empty shells, buildings deserted and wind howling down empty streets. The prowling dead in Europe are increasing in number at an alarming rate. It has been estimated that on its present course, Europe will be devoid of the living within five years. No-one has heard anything from the countries former Soviet republics and the few reports from further east speak of legions of the dead shambling throughout the land. The British government gave a rather uplifting rally about two months ago. Their transmission was punctuated by gunfire and screams and then they went quiet too.

The Middle East had a tumultuous time. It took a while for the reality to sink in and the tales to be believed but the Arab states are perhaps the safest places to be at this moment. Safe if you are an Arab that is. India in contrast has terrible Zombi problems exacerbated by poor sanitation and communications outside of the major cities. Only a spiralling birth rate has made any real difference. Time will tell if the difference it makes will be eventually for the better or the worse.

Anywhere there is life, there is also death. Secret government research centres have shown that Zombi plague only affects humans and not animals and Zombis will only attack animals in self defense. As Zombis do not attack and consume each other it would seem that there is a resolution in sight, an end to the seemingly ceaseless killing.

Once every last human is already dead.

**the earth won't hold the dead**

## A Timeline of Zombi World

14/08/99

First recorded rising.

23/12/99

Death Day.

22/01/00

The Green opens its doors.

08/03/00

Rendezvous Point goes public.

04/07/03

The airwaves go silent.

## **The Living**

In Zombi, the dangers out there are not all walking corpses. Sometimes you will find that the milk of human kindness provides nothing more than an accurate head wound. At least then you won't end up prowling around like the things out there.

There are several types of Survivor that your little group might meet. We roughly group them into the Wolves and the Sheep but sometimes the distinction is a little unclear.

### **Wolves**

You have to be careful about these guys. They've realised what's going on, what the stakes are and they are determined to come out on top. Peaceful coexistence is not an option though some may be amenable to a bargain or alliance that could be mutually beneficial. They aren't interested in anything but staying alive and keeping themselves well stocked. They may not be trustworthy but at least they are somewhat predictable. They seem to have a code that is something like "If it moves, shoot it – if its still moving, shoot it in the head."

### **Sheep**

You have to be careful around these guys. They are normal people who have been caught up in an abnormal situation. Though they've managed to survive this long they still might be swayed by a local neighbour who turns up one night mewling for living flesh. They are afraid of everything and can be prone to completely inexplicable and irrational actions (such as locking you the cellar with the Zombi because you wouldn't go outside and get their cat).

Now we get into some more detailed descriptions. When players meet these groups you might want to consider if they are sheep or wolves and react accordingly. Some will try to save your life and others will try to take it.

### **The Smith family.**

Back on Death Day, Bobby Smith packed up his wife, two kids and his old Ma into the back of his station wagon. He loaded his trusty rifle and grabbed all of his tinned food and set off for the hills. No Zombi was going to get him or his family. The family are still together. They've managed to figure out how to kill Zombis, that it is important to clean wounds immediately and that its more important to shoot your gun than be neighbourly. Bobby himself is a crack shot as is his son Teddy and his daughter Emily. Ma is beginning to fail and his wife Carla, though dutiful and caring, has lost most of her marbles. Bobby ain't stupid. He'll keep anyone with guns at gunpoint and he'd shoot a man in the back as soon as lose a tin of beans.

The Survivors might meet the Smith family during the early part of their trek. The station wagon has a puncture and the spare tire also has a hole in it and Bobby is working to fix the puncture though he isn't an expert at all. Teddy has the rifle and the jitters. Ma, Carla and Emily are in the car and probably won't be coming out for quite a while. What happens depends on what the Survivors do, how aggressive they look and how much they help Bobby.

At a later point Bobby has holed himself and the family at a deserted Ranger station up in the woods. They have a small plot of land that scrapes them just enough food to live on. Bobby and Teddy supplement this meagre diet with raids on deserted farms while Emily keeps house and stands guard over Carla and old Ma. The Survivors might meet Bobby at a raid in a town or they may stumble on the Ranger station Things don't work out so well for the Smith family. Teddy took a hit during a raid on a village that was still occupied and was devoured before the incredulous eyes of Bobby. Ma died a while back and was decapitated seconds later but the sight of Bobby returning alone sent Carla off the deep end. Now there's only Bobby and Emily holding the fort. Bobby is looking for someone to look after Emily and then he'll turn the gun on Carla and himself and get out of this hell.



### **Maw and Paw Tucker**

Maw and Paw are the most leathery people you will ever meet. When they should have been settling down to a nice retirement, most of their friends upped themselves out of their graves and came calling. It took them quite a while to figure out how to kill them off again as Paw would just blast them to bits and hope for the best. They have a productive little farm thanks to a small hispanic family that they took in. Raoul, Bella and their daughter Sara do most of the work around the farm. None of them have any inkling about how to kill Zombis and they don't have much English either. Approaching the Tucker ranch is hard enough as the country is filled with the Dead but Paw has erected razor-wire fencing all around that helps keep his farm clear and stops the gawd-damned Zombis from trampling the crops.

After a while the Tucker household has grown. Raoul and Bella have another child on the way and there are more mouths to feed. Two young men arrived from the city and have moved into the log shed and work for their keep. They keep to themselves and little Sara gets on great with them but old Paw just plain ignores them most of the time. If pressed he'll look wearily and with an exasperated mutter, say "ain't natural..".

The only way Survivors are going to meet the people at the Tucker Ranch is if they actually go there. If passing it is hard to miss the rows of neatly plowed fields and healthy growing crops. One thing however is that they won't leave the Ranch, they won't put up with being ordered about and they'll fight for everything they have.

### **Trent**

Trent has a Recreational Vehicle, a brace of guns and a mission. Six months after Death Day he returned home from work to find his entire neighbourhood swarming with the Dead. He took a lot of risks getting home that evening but when he finally got to his house he could find no sign of his wife and son. He knows that they are probably dead or worse but he has hope that they may have been evacuated and could be in one of the

civilian zones. He's pretty quick at detecting whether you're a Zombi or not so he doesn't tend to shoot first and ask questions later. Once he has established that you aren't going to be an immediate danger he'll pull out a photograph album and make sure that none of your group have seen the woman or the little boy. Each photograph shows them from a slightly different angle so he'll want you to look through them all. He obviously has a stash hidden somewhere as his fuel tank is always full and he never seems to run out of bullets.

Trent might be spotted by his tell-tale RV that he takes everywhere. It is his home, his armoury, his field hospital and shrine to the memory of his wife and child. The RV might be parked by the side of the road in a deserted town. How Trent reacts to the Survivors depends on what they do to his home. If the Survivors are besieged they might be happy to see Trent and his RV bearing down on them mowing down the opposition. He might have encountered the Survivors before or perhaps bears a grudge on their opponents.

Trent knows that his wife and child are most likely dead or worse. He just wants to find the bodies so he can know they are resting rather than walking around. What would the players do if they do find either or both?

Even if the survivors could get in contact with Trent - it would depend on what they wanted to tell him.

### **Doctor Henry Willard**

Famed for being the man that identified the Zombi condition and reported it to an ignorant and uncaring government, Willard has become a recluse on his private island in his private lake. He has an armed guard but they seldom need to work. His estate is private but there are no Zombis crowding the shores. His secret remains on the island but some say it is something to do with his Brazilian physician. His family and some of his close friends moved here long before Death Day and were well prepared for the times ahead. His work continues though only

## **the earth won't hold the dead**

when he leaves the island. Zombis are not permitted on the island so he travels to Arizona twice a year for a month.

If the Survivors ever encounter Willard it will be either in the company of some top brass or because Willard is in serious trouble. It could be that they have managed to fall in with the right company at Rendezvous Point or that Willard had an accident during one of his travels and lost his protection. Should they manage to get him to safety (he will only accept Rendezvous Point or his Island as safe) he will be able to reward them richly by providing them whatever they want even up to and including sanctuary on his island.

If they do make it to the Island they run the risk of being tracked and captured by the Island security who are hand-picked from the remainder of the nations elite forces. There they may also meet Willards family and his mysterious physician, known only as Macumbe.

### **Aaron Kurtz and Samuel Booker**

Aaron was an accountant who ended up doing 15 years for murder while Booker was a career burglar. They met up in prison and were involved in a daring escape that took place on Death Day. Most other convicts were conscripted into the Army and made to build the walls and dig the trenches that protect the Civilian Zones. Aaron and Booker escaped into the wilderness with another inmate who died not long afterwards. They met the harsh reality of Zombi World in those days and since then have been very careful who they have dealings with. At the moment they have holed up in a deserted diner and keep themselves to themselves. They haven't attracted many of the Dead and they would like to keep it that way. Eventually, they rationalise, society will recover and the Dead will be as significant as the Hare Krishnas of yesteryear.

Neither of them will openly admit they are convicts. If the Survivors approach the diner they may hide or attempt to communicate depending on how hostile the Survivors look.

Realistically neither have skills that are very marketable in the harsh new world but they have managed to stay alive so far. If met they would be a pleasant change from the harsh loneliness that is characteristic of the future.

### **Captain Bill and the Last Platoon**

Thirty-five men in four trucks slowly make their way across the country looking for signs of life. Their orders were to escort civilians to the Civilian Zones and direct any military units to Rendezvous Point in Arizona. More recently they've taken to advising civilians to stay at home and any military units they meet they quietly avoid. They've also taken to visiting towns on their travels and exterminating the Zombi menace. It's a never-ending crusade but in post-Death Day Zombi World they are a slim sliver of hope for the Survivors who remain. Bill is the only one who speaks, the others go about their daily duties on guard or cleaning and cooking. In battle they are implacable foes, merciless and fearless. They are, after all, fighting for humanity.

The Last Platoon might be met on any of the roads in the US traveling from town to town and settlement to settlement so it likely that at some point the Survivors will run into them. As long as the Survivors are fighting on the right side (or give no evidence to the contrary) then they will get along fine with Bill and his men. Each of the men has a name and his own little quirks should a conversation ever develop.

The Last Platoon still get resupplied by the military and questions have been asked in some circles as to whether or not they are still following orders. To do otherwise in this state of emergency would be tantamount to treason. At some point in the future, The Last Platoon become hunted by the very people they try to protect. The Survivors could be part of a military unit sent to bring them in.

### **Father Seward Ashe**

On Death Day, Seward Ashe had his epiphany. He walked outside in the open air and witnessed six of his deceased

## **the earth won't hold the dead**

congregation rising from their graves. Once his initial terror passed he peered out into his church and saw the six sitting in the pews staring at the cross. He crept across to the altar and opened the Good Book. It fell open somewhere in the Gospels and the words that met his eyes talked about resurrection, life after death and joy everlasting. He began to read. Now his congregation meet in the church daily. When he speaks there is silence in the crowd and once the sermon ends the Zombis file out to get food for their daily repast. The once popular town of Summer Falls has become a sleepy town that dawdles on deserted streets day or night and files mindlessly into the church at dawn. Ashe is quite mad. Not so mad that he doesn't take precautions against his own flock but insane nonetheless.

The Survivors could be rolling into his town and notice that the Church has newly painted signs and up-to-date events calendar. The lawn is well-groomed and the pathway is newly raked. If they make any noise then he will emerge from behind a large bed of roses and invite them for tea. At some point during the night the Church will be surrounded by a huge number of zombis. Ashe will excuse himself and also not permit any of the Survivors to harm his "flock". The zombis ignore the Survivors as well unless they make themselves obvious and file quietly into the pews. The realisation about what has subdued them is entirely up to the Survivors.

### **Fort Blake**

Covering approximately 400 square kilometres somewhere in -----, Fort Blake is one of the safest places on the North American continent. The weather conditions keep everyone on edge and the expression "Stay Frosty" has become more of a daily greeting. The base is commanded by Colonel John Gleickmann, a warm and charismatic Army officer, who has worked hard with the men under his command to make this place a ray of hope in the gloom of tomorrow. Fort Blake has its own airfield, weapon test ranges, and training grounds. The latter was once undisturbed tundra but is now pockmarked and scarred with blast holes. The secret to their tranquillity is that

## **the earth won't hold the dead**

they have replaced the anti-Zombi system of a previous administration (blast bombs and .50 cal rifles) with sharpshooters equipped with suppressed weapons. Gunfire and other loud noises attract the walking Dead and Gleickmann has worked hard to try to minimise the amount of noise the base generates. To this end, every soldier is equipped with a machete, silenced sidearm and radio equipment. The generators and living quarters have been moved underground and only the barracks remain above. From the outside it would appear that the base is deserted. Deaths within the camp are summarily dealt with. The bodies are pithed and then buried in a marked grave in the training ground. That said, one Zombi still moans and groans underneath Gleickmanns private quarters. This one example is a constant reminder of the menace beyond the fences and also a personal reminder for the Colonel. The Zombi, before she died, was his mother.

Should the Survivors ever arrive at the gates of Fort Blake they will find it to be a sparsely populated army base. The soldiers on guard at the surface will be disarmingly pleasant and will offer some meagre supplies and a limited amount of shelter. Their arms will give the hint that something else seems to be going on here. The rest of the troops stationed here will only reveal themselves if the Survivors are aggressive or if they make moves towards the hangars at the airfield which contain "grounded junk".

### **KBL-56**

Though they never managed national syndication, it is their staying power that makes them one of the most important groups on the continent. They are one of the few remaining radio and television broadcasting stations anywhere. With a large team of engineers who double as anchormen they attempt to provide situation reports on what is going on out there. Though some believe that they are broadcasting to dead ears, most have convinced themselves that they may be the only hope that some isolated souls out there have to cling to. It is a constant responsibility of Allison Ross to minimise dead air

## **the earth won't hold the dead**

time, trying to find something to put on. They have documentaries, dramas, soaps, discussions and comedies. They introduce "experts" on the Zombi condition (who are only audio engineers in reality) to talk about how to safely dispose of your Dead and how to protect yourself in case of Zombi attack. KBL-56 operates out of a Chicago skyscraper. The lower floors are filled with supplies and barricades while the upper four floors house the people involved. A couple of the engineers are handy with guns but most try to avoid anything to do with the outside. There are things out there that will try to eat you.

KBL will be heard almost all over the continent. Sometimes they will be but a wisp of a voice in the ether and other times you will hear their cheerful voices talking over your favourite songs. They accept calls to their hotline and spend a lot of their downtime trying to trace where there are still traces of life. These "traces" are marked on the wall with push-pins on a huge map. In itself this might be quite a find for the seasoned traveller.

Finding KBL itself is almost impossible though a sweep of all of the skyscrapers in the US would track them down. Another alternative would be tracking their signal and being proficient enough to take into account the number of relays and signal boosts in between. They don't mention their location as that would be suicide. They certainly don't want marauding bikers bearing ill-will or military units breaking down the doors "to save them".

### **The Devils Horseman**

Once they were over a hundred marauding bikers hell bent on tearing up the road between East and West, now they are fewer in number but much, much meaner. They live on the road, camping on the interstate and raiding for the vital supplies they require. Twelve bikes, three cars, an R.V. and a semi race across the country stopping at supermarkets, cities, towns and farms to rape and pillage what they find. They are almost in desperation now. Targets are now heavily armed, the cities and

towns now overrun with the walking Dead and supplies are beginning to run out. The leaders of the Horsemen (miscreants known as Lester, Rat, Savini, Doc, Whistler and Dogboy) know that they are going to have to change their lifestyle if they are going to survive in the coming years. They may be looking for somewhere to settle.

Early on, the Horsemen are dangerous but not actually hostile. They are comfortable and they've managed to snag some juicy cargoes. At any time they could be encountered on the road or at one of their camps. Their days are spent travelling and raiding and at night they kick back. Every single one of them is armed and they don't have any compunction about killing. If approached, they probably won't attack as long as the Survivors seem friendly and dangerous. They don't have much time for the weak. As time goes by and the pickings become a little slim they become much more hostile to anyone that approaches and have even begun to turn on themselves. They'll kill anyone they come across and even if they don't kill the Survivors at first, they'll be biding their time until they get another chance. Any resources Survivors have are seen as resources that they don't have and that makes them fair game.

### **The Green**

The largest Civilian Zone in the U.S. is in Virginia. Built on the side of a remote mountain it was meant to be a safe home for most of the East Coast refugees. It was a beautiful part of the country and millions of dollars were spent to build comfortable and safe surroundings. The dream didn't last very long. As more and more people took residence, it began to be more dangerous inside the Zone than outside. It is now beset with drug and violence problems, gangs and corruption. A settlement designed to hold one hundred thousand people now holds over three-quarters of a million.

The soldiers in charge of the zone treat the inhabitants like second-class citizens and during their daily patrols they take what and who they want responding to any resistance with



lethal force. Every man, woman and child has to contend with the possibility of assault, rape and murder by their official protectors every day of their lives. Though the people could easily overpower the soldiers they are sufficiently terrified of the outside world that they would not try. The king of this particularly unpleasant hill is Lieutenant Samuel Kane. He inherited the post after his predecessor met with a representative of the Colt company. The fact that Kane fired the shot is ignored by the soldiers and not known by the occupants of the Zone. The soldiers from the Zone patrol outside the walls and fences and escort anyone found outside to the safety of the Zone.

The Green is hell. There is no other description. At the beginning it is under-occupied and the various factions within the Zone are fighting to get some small amount of control. Later the factions have all lost and it is a military-run establishment which doesn't improve the situation any. The Survivors could be new arrivals at the Green or the game could begin with their escape. Either way it should be portrayed as the worst place to end up. For some people even the walking dead are a better alternative.

### **Rendezvous Point, Arizona**

The largest military base in the U.S., Rendezvous Point is administered by the Combined Services Strategic Command under the watchful eye of General Alexander H. Powell. Thousands of soldiers march on the drill yard, hundreds more toil in the barracks, and all dedicated to Uncle Sam.

They capture Zombis by the dozen and use them on the training grounds for target practise. Some might ask why there are thousands of soldiers here but so few out protecting the living. Why any civilians who find their way here are immediately escorted to a Civilian Zone far from Arizona. Stray military units are to be directed here while a few others have been instructed to scour the land searching for survivors and deserters. Rumours abound about experiments held in the

depths of the base. There are stories of Zombis wearing combat fatigues and carrying sidearms but these could not be true. Could they?

The Survivors could be one of the units sent out into the post-holocaust US looking for deserters and wandering civilians. This would provide plenty of opportunity for conflict and roleplaying opportunities as well as allowing the Survivors a great degree of autonomy.

The tales of Zombis in combat fatigues are all true. A Zombi can retain its conditioning that it had during life but only if it knows the value of discipline. The Army have found that civilian zombis do not possess the right amount of discipline to make them worthwhile recruits. These are used instead as targets for the zombis who show promise. Powell and the Chiefs of Staff firmly believe that the Zombi himself represents the best way to fight the plague. Powell keeps good relations with Doctor Henry Willard and provides him with the necessary resources and security for the Doctor to continue his work. Powell realises that if he is wrong and the zombi recruits are not the best way to win then men like Willard may hold the answers. He just doesn't want to take chances with the future. Captain Wright Bridges, aide to the General, doesn't believe that the base is acting quite the way it should. He still has the memory of the dying president repeating before his eyes every day. It was his gun that was used to murder the man and also to execute those members of the Chiefs of Staff that did not fall in line with the new regime. Though he officially reports to General Powell, his loyalties lie with the current head of CIA Operations, also based at Rendezvous Point, Dr. Anna Sterling. Her regime has been as brutal as it has been efficient. Anyone who has opposed her has ended up dead. Her relationship with Captain Bridges might be described as romantic if she had any use for such emotions. She is, however, quite adept at using the emotions of others for her own purposes.

### **Free City of Zebulon**

One week after Death Day, Governor Phipps and his cronies got together and closed the city of Zebulon. The graves of the city were emptied and the bodies burned. Walls to hold back the walking Dead were built and a hundred guns were mounted upon them. Great pits were dug to entrap the Dead, fences erected to repel them. By day the Dead gather at the walls and by night one can see the great goutts of flame that issue forth from the guard towers to crisp the corpses. In the beginning they welcomed the living on condition they would toil for the city for one year. After a while, the toil became 5 years. Now they do not let anyone enter unless they are extremely valuable. Its almost impossible to enter the city anyway due to the hordes of zombis that constantly surround the city. The military would love to come and wrest the free city from its present situation but such an endeavour would be wasteful of resources. The Free City, once you are past its forbidding walls and beyond the reach of its many guns, is a sight to behold. The Dead are not permitted within the walls and harbouring the Dead is a capital crime. Phipps himself still lives in the city though most of his cronies are long gone. The Free City can be comfortable, even luxurious, if you manage to catch the eye of Phipps or one of his aides. But sacrifices would have to be made somewhere. There is talk of women and children disappearing in the night, death squads that roam through the streets killing vocal opponents of Phipps regime and worse.

It is doubtful that Survivors would find the Free City to be welcoming. It is also unlikely that they are able to enter the Free City during a game series as five years of hard labour would not be the most interesting to play (although some might find it a challenge). Escape from the Free City or perhaps living within the Free City would be a good start to a game. For the more adventurous there is always the daring commando raid quickly followed by the even-more-daring escape into the Zombi infested countryside.

### **The Church of the Risen Lord**

This congregation have realised that Judgement Day is upon us. The Sinners of this Evil World have Risen from the Grave to devour the Righteous. Those of Wicked Spirit soon succumb but those of Good and Stout Heart will prevail. We shall send forth Missionaries bearing the Word of God as their Weapon and the Love of God as their Shield and they shall rid this place of Tyranny and Corruption..... Needless to say the people who leave the walled community of Canaan, Georgia last about ten minutes waving their book and turning the other cheek. Common sense may be minimal but faith is high.

Encountering the Church really means travelling to Canaan, Georgia and knocking on the door. They are welcoming and will offer what they have. not surprisingly they will die out after sending out a few dozen of their flock out and not taking enough precautions about who they let in.

The Church is best used as a respite from some particularly harsh situation that the Survivors have been through. Their arrival will also most likely herald the destruction of the commune so it also serves as a good opportunity to add new Survivors to the group or to get extra supplies from looting the remains.

Another interesting story might arise if the Church and Reverend Ashe were to encounter each other.

### **Necrophytes**

In the dark days of the new millennium there would be some that would embrace the Dead as saviours, interpret their coming as the beginning of Life Everlasting. Some have chosen to remain in this mortal shell and walk the Earth freeing others of their prison. As mortals they must guard themselves from the whims of the Immortals who consume mortal flesh...

The Necrophytes are a group of nutters who travel the continent slaying everyone they meet as they are convinced that

## **the earth won't hold the dead**

it is the right thing to do. They will flee a Zombi horde rather than fight it and like nothing more than to be admitted into a sheltered homestead and release the inhabitants from their living prison. They then mark the carcass and leave it in a nice warm place to rise. Thoroughly lovely people.

Hopefully the first encounter with the Necrophytes will also be the last though they could turn out to be a recurring enemy. They come from all walks of life but should be similar in strength to the Survivors and enough to give them a hard time in open combat. To make matters worse you can be assured that they bathe their weapons in rotting Zombi mulch before entering battle.

### **Non-player Survivors**

#### **Typical Inbred Redneck with a Big Beard.**

Description: wild-eyed, barrel-chested, wears a red check lumberjack shirt and always carries a rifle. Answers to the name of Billy-Bob or Billy-Ray or something like that. Usually hairy, poorly educated, bigoted, sexist, racist and owns a very large pickup-truck.

GunPlay: 9	CloseCombat : 5
B&E Action: 3	Stealth: 3
Movement: 5	Awareness: 7
Scrounging: 5	Persuasion: 3
Survival: 9	Medical: 3

#### **Hells Angel Biker**

Description: normally well-mannered gentleman of the road driven by desperation to become a leather-clad, hell-raisin', beer-drinking, hard- fightin' son-of-a-bitch. Unkept, unwashed, violent, cruel, nasty and flocks together with other violent and nasty people. Owns a big motorcycle and drives too fast.

GunPlay: 5	CloseCombat : 7
B&E Action: 3	Stealth: 5
Movement: 5	Awareness: 7
Scrounging: 5	Persuasion: 3
Survival: 5	Medical: 3

### **Bedraggled but Stalwart Soldier**

Description: World-weary but still soldiering on in the face of an apocalyptic nightmare. Society may have gone to hell but this guy still wants to fight for Mom, Apple Pie and the Flag. Answers to no-one unless they have stars on their shoulders. Originally from the central states of the US and possibly the only remarkable thing from there. Owns a beat-up set of standard issue equipment.

GunPlay:9	CloseCombat : 5
B&E Action: 3	Stealth: 3
Movement: 5	Awareness: 7
Scrounging: 5	Persuasion: 3
Survival: 7	Medical: 3

### **Lunatic**

Description: Through suffering some sort of shock or perhaps because of not enough shocks, this person, quite simply, is insane. Labours under an extremely unlikely delusion and makes you wonder how he has survived so long. That combination makes him scary rather than funny. Answers to a variety of names (often changing with the hour) . Usually seems level-headed during a crisis just in time to let you down at the most dramatically appropriate moment.

GunPlay:3	CloseCombat : 5
B&E Action: 3	Stealth: 5
Movement: 5	Awareness: 9
Scrounging: 3	Persuasion: 7
Survival: 9	Medical: 7

### **Cynical Journalist**

Description: Despite everything that she has seen or perhaps because of it the Journalist firmly believes that we can't lose the war against the Dead. she is never without her notebook and is always on the lookout for new batteries and fresh tape for her tape recorder. Her objectivity and need to study her target matter make her a liability in terms of her annoying questions and getting herself into trouble.

GunPlay:3	CloseCombat : 5
B&E Action: 5	Stealth: 5
Movement: 5	Awareness: 9
Scrounging: 5	Persuasion: 7
Survival: 7	Medical: 7

### **Voluntary Aid Worker**

Description: Always willing to help and even putting himself into extreme danger when doing so, the VA worker will turn out to be your greatest asset and also a terrible burden as he demands that you rescue every lost soul out there in the wilderness.

GunPlay:3	CloseCombat : 5
B&E Action: 3	Stealth: 5
Movement: 5	Awareness: 5
Scrounging: 7	Persuasion: 7
Survival: 5	Medical: 9

### **Cock-sure Businessman**

Description: Armed with a suitcase full of cash in large notes, this man can take on the world. The fact that cash means very little these days is lost on him. He firmly believes that anyone can be bought if you have the right amount. His first method of dealing with people is to assume that he is in charge - next he will try and ingratiate himself with those people who actually are in charge.

GunPlay:3	CloseCombat : 5
B&E Action: 3	Stealth: 5
Movement: 5	Awareness: 7
Scrounging: 7	Persuasion: 9
Survival: 3	Medical: 3

### **Normal Joe**

Description: Easily described as someone who does not fit into any of the categories listed above. Normal Joe is absolutely terrified of the Zombi and will look after himself rather than others if placed in a stressful situation. It isn't that he is mean or evil it is just that Normal Joe is selfish. He'll be always interested if there is something in it for him or if he can't do something without your help.

GunPlay:3	CloseCombat : 3
B&E Action: 3	Stealth: 5
Movement: 5	Awareness: 5
Scrounging: 3	Persuasion: 5
Survival: 3	Medical: 3

## **The Dead**

In the good old days, when you died, you died. The family would come round, dress you up in your Sunday best and then invite lots of people you didn't know to come round and help empty your drinks cabinet. Eventually most of them would be unconscious and there would be peace.

Next morning the few that could walk would pick you up in your box and then dump you ceremonially in a deep hole. A priest would say a few words and then the dirt would be put back in the hole on top of you. Nice and tidy.

These days things are different. When you die you don't stay dead. Everyone knows that in 72 hours you'll be up and about again and a whole lot more nasty than when you were alive. These days most people are forced into cremation. Beheading after death is also common. Times have changed.

A Zombi is literally a walking corpse. It may be freshly dead or may have been in the ground for quite a while. As long as the brain is mostly intact the corpse will return. Zombis are characterised by their grey-blue pallor which is related to both their condition and the fact that the body is dead. Zombis move slowly due to poor coordination though they do have a measure of speed when food is available for the grabbing. After death, the life doesn't quite get extinguished and all reason is replaced with a hunger for flesh and a primitive animal cunning. Only the most basic things are remembered though there is some recall in the brain of the most important information.

The Zombi plague has infected everyone in the world. The incubation period is life. Once death occurs then the plague takes control and the body rises. It rises with the need to kill. Those killed will rise and kill and the circle begins anew.

Where did the plague come from?



## **the earth won't hold the dead**

No-one knows or at least no-one is telling. Some say it is a biological parasite, others say a mental one. There are also those who say the plague is spiritual in nature.

*"The World is Evil. His Eyes have looked upon the Earth and He is not pleased. This Gift to us, we have defiled it. The very Earth shall now reject us and those it rejects will condemn the rest to eternal walking. None shall rest."*

-Father Seward Ashe.

*"The parasite infects through any open wound but especially when the wound is inflicted by a carrier. It is transmitted usually through bodily fluids though mere contact will often suffice. Once in the bloodstream, the parasite transfers itself to the nerve cells where it multiplies. If an infection occurs on an extremity and you have your wits about you, then you can be saved through quick and deliberate amputation and cauterisation. We have treated several patients this way. Any delay and it will be too late. Eventually you will die from the infection and become one of the walking Dead. I beg you not to let it go thus far and end it while you still have the strength."*

-Dr. Willard, Lectures at the Green.

## The Zombi

Description: A dead person, in the clothes they were wearing before they died. The irises of the eyes betray the difference between corpse and zombi - usually blood red, sickly yellow or pale blue.

GunPlay:0	CloseCombat : 5
B&E Action: 3	Stealth: 3
Movement: 5	Awareness: 5
Scrounging: 0	Persuasion: 3
Survival: 3	Medical: 0

While the Zombi is slow, uncoordinated and pretty stupid, he makes up for his failings with a combination of relentlessness and nigh- invulnerability. Unless you know his weakness he can be a dangerous foe. Even if aware of the way to dispose of the Walking Dead, a surprise attack can quickly even the score and it only takes one bite for the Zombi to ultimately win.

**Rule:** Increase the Range/Difficulty modifier by one level to simulate the difficulty of hitting the specific area of the brain. In addition, to completely disrupt the area you need to do in excess of 5 points of damage. This is tough enough with a gun. It is much harder when armed with bare fists or even a pointy stick.

The Zombi is most dangerous in large numbers. Even trained soldiers who are armed with automatic weapons and awareness of how to dispose of the Zombi will flinch at the sight of a large group of the Walking Dead.

**Rule:** when there is a large group of Zombis there is an additional modifier that affect the Panic rating. For every full ten Zombis in the group, lower the Panic rating by one. This means that even a Zombi-hardened soldier with a usual Panic rating of 3 will flinch (and lose the first turn of action) when he spots a group of over 30 Zombis.

## **the earth won't hold the dead**

*(30/10 = 3. Panic of 3 minus modifier of 3 = 0. Panic ratings from 0 to -5 lose the first turn of the encounter)*

The Zombi may be slow but he makes up for it when a target comes into range with a powerful lunge. Zombis cannot run and their innate clumsiness often means that they will probably trip on uneven ground.

**Rule:** When someone comes within ten feet of a Zombi its movement trait doubles for that turn only. The Zombi must make a movement trait roll using his original unmodified movement trait. Failure means he falls on his face. This roll is modified by the ground surface. If uneven then the roll will be modified to make it more difficult. Once within range he will then try to grab the victim before delivering a bite.

The Zombi has surprising strength and few people can directly wrest themselves from its grip. Most people spend their time trying to keep the mouth from biting and rely on their companions to dispatch the thing.

**Rule:** A Zombi grab is a common closecombat attack. Once he has grabbed a victim, another closecombat attack delivers a bite that does 1d6/3 damage (but also guarantees infection unless the body part is amputated within one turn). Victims can dodge or parry the grab attack but once grabbed they can choose one of three options. Continue to parry the bite attack (and hope friends turn up to help) is Medium (0) difficulty. Parry the bite attack and try to get free at the same time is a Formidable (-6) task. Parrying the bite attack and dispatching the Zombi using weapons or tools at hand or nearby is an Impossible (-10) task.

The Zombi is not very smart. They follow sound and the sight of blood. They don't notice broken twigs and take very little notice of anything but the most obvious. Footprints in the snow might be enough to intrigue the beast but the most dangerous part of a Zombi is his recent memory. If you lose one of your troop to the Zombi plague then make sure you finish him. If you let him go then he'll come back to your hideout and he'll probably have a large group of the Walking Dead with him.

**Fast Zombies:** Recent movies, from the Dawn of the Dead remake to the recent Channel 4 mini-series, Dead Set, have depicted Fast Zombies.

Fast Zombis have Movement and CloseCombat of 9.

### **Random Appearance Generator**

Zombis will be wearing what they were wearing when they died. This table will help generate random appearances for zombis that the Survivors may encounter.

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>1</b>	Disco King	Laura Ashley	Wall Street	Motor Mechanic	Police Officer	Jogging Gear
<b>2</b>	Sunday Best	TV Celebrity	Smart Casual	School Uniform	Beach Bums	Pyjama Party
<b>3</b>	Lady Godiva	Gamer Dress	Surgical Gown	Leather & Lace	Boxer Shorts	Biker Leathers
<b>4</b>	Fashion Victim	Mister Spock	Child of the 80s	Flower Child	Leotard or Mankini	Obese in a T-Shirt
<b>5</b>	Mobile Phone	Maimed & Bloody	Totally Armless	Gun Toting	Chef de Partie	Ooh Matron!
<b>6</b>	Village Person	Gangsta HomeBoy	Punk Rock	Emo Goth	Nutty Professor	Military Man

## Zombi Chronicles

A game set in Zombi could have several goals and many different flavours. Some groups may want to survive, others may want to find a safe haven while still others may desire to find a way to wipe out the Zombi menace. In a similar way the game could be pitched as an apocalyptic horror or as a black comedy. Most of the genre seems already aimed at these extremes. What the Survivors intend to do about the situation will be what makes the game. The idea of a long-running campaign might seem a little daunting with all that danger out there but in this sort of survivalist game, where a campaign starts when the Survivors finally stop getting themselves killed, extraordinary role-playing can be a product.

In this chapter we provide some guidelines on how to play the game. Examinations of each genre as well as examinations of the experiences of the individual Survivors are provided and you are welcome to contact us with any more that you can think of for publication on the WWW or in future issues of Wild Talents.

“Troupe Play” - for most games we'd recommend one character per player but for Zombi you might want to consider two or three per player.

### **Zombi SlaughterFest**

The theme of ZSF is Action. The Zombi hordes roam the countryside but there is still hope in the fortified villages and military camps. Secret government research labs work day and night trying to find a cure for the Zombi condition and the best thing you can do is keep a loaded gun beside you at all times. Sometimes the best thing to do will be to treat everyone as the enemy but that would make you just like the Zombi. Adventure is as important as survival and every escape should be by the skin of their teeth. After a few sessions the Survivor roster within the group should settle down as they become used to the way the world works (and a dab hand with a rifle).

### **Zombi Apocalypse**

The theme of ZA is Hopelessness. Humanity has already lost the battle against the dead and now they are just mopping up survivors. Fuel and food stocks are low, tensions are high within the group and the whole world seems silent. Anyone you do meet out there who still breathes will kill you and your family in particularly vicious ways. But then you must be tough too if you've survived this long. How human are you when you consider the things you must do to survive. Survivors kill the wounded before they turn, they shoot first. Perhaps your group is someone who makes the place worse. Perhaps you are the problem. How does that make you feel?

### **Zombi War**

The theme of ZW is Warfare. Survivors will most likely be part of a military group in hostile territory (one of the ones regularly reported on the news). Working out who is the real enemy is difficult enough but when the Dead become an enemy on another front, able to strike from inside your own bases things can change. A daily routine of tinned rations, press-ups and guard duty in unpleasant places keeps everyone on an even keel. Everyone knows how to use a gun, everyone should be fit enough to outrun a Zombi. The problem is that you are outnumbered out there. Not only are the Dead after you but the Living would like to put a bullet in you as well. And supplies are getting short.

### **Mr Zombi**

Owing a lot to Chinese Ghost stories and lots of bad chop-sockey flicks, the more sinister elements of Zombis are removed. There may only be one or two Zombis involved and they are more incompetent than usual. The idea is to have a lot of people running from the Zombi as well as a selection of non-player characters involved such as rivals, enemies and anyone else who could cause distraction. Play down the guns and play up the possibility of hand to hand combat. And don't be afraid to fudge the rolls to keep the action moving!

### **I married a Teenage Zombi**

Giving Zombis a little more intelligence and capacity for free thought means they can become effective protagonists as well as antagonists. There has been at least two movies based on the idea of family members or girlfriends/boyfriends returning from the dead. Sometimes they weren't flesh-hungry and other times they were. A odd subject for a romantic comedy.

### **Zombi World 2020**

Twenty years after the Zombis took the Earth, humanity has regained much of its society through draconian measures. Out in the countryside, Zombis till the fields and grow food under the careful watch of the Returners, the 21st Century equivalent of the mortician. The food is processed and packaged for shipping to the cities. Here the Zombis are more like vagrants and tramps and not a serious problem to society as a whole. Zombis still wander the streets but the awareness of the general public has been increased to such an extent that they do not pose a threat. Civil rights groups are beginning to campaign for Zombi rights with the idea that it may be better to put them on an island somewhere away from humanity rather than using them as slaves.

### **ZombiPunk**

The Zombi is more of an effect of the new technology of Cyborging than anything else. As metallic constructs are added to the body, more and more of it dies until eventually nothing alive is left. It is then necessary to work on replacing the rest of the body before it rots. Only the Zombi Plague permits the Cyborg mobility during the early stages and as it takes hold he becomes more capable as the crippling pain of the implants is replaced with the quiet numbness of death. Zombis are not mindless killers but rather are the soldiers of tomorrow. Armour the head heavily and the standard Zombi becomes a virtually invulnerable soldier. Insert a Houngan™ Implant and the would-be Zombi retains his intelligence and memories rather than losing them to the encroaching plague.

### **The Darkness from the Stars**

It's the 23rd Century and humanity is spreading through an empty galaxy. Life is easy in the CoreWorlds and hard but satisfying in the Outer Colonies. Giant starships venture ever deeper into the darkness while armoured StarMarines keep the peace. But an outer colony has reported the return of an exploratory cruiser with a dead crew...then silence. The StarMarine landing party sent to investigate is almost wiped out by Zombis. The survivors torched the planet from Orbit - it was the only way to be sure. Then other colony worlds began to call for help. How will Human Unity cope with this threat?

### **The Horrors of War**

1944. One week after D-Day the Allies discovered the horrific stories from Russia were true when the Nazis released hundreds of infectious walking corpses in SS Uniforms into Normandy. Overthrown by this nigh-unstoppable army, the Allies fall back and discover in their haste they have transported the infection back home. The Zombis are undead, over-ripe and over here!

### **The Other Undead**

The Survivors are cool and trendy vampires who have masqueraded as living humans for centuries. Death Day has taken them by surprise as much as it did the Living. Human blood is now much harder to find (and Zombi blood is neither palatable nor nourishing) and the living are not likely to be particularly sympathetic.

### **SpaceNinjaCyberZombi...**

To play this interesting aside you would have to buy our other game: SpaceNinjaCyberCrisis XDO (or its sequel - unwritten at the time of this writing) and introduce the Zombi Plague into the war between humanity and the Horde.



## Adventure Hooks:

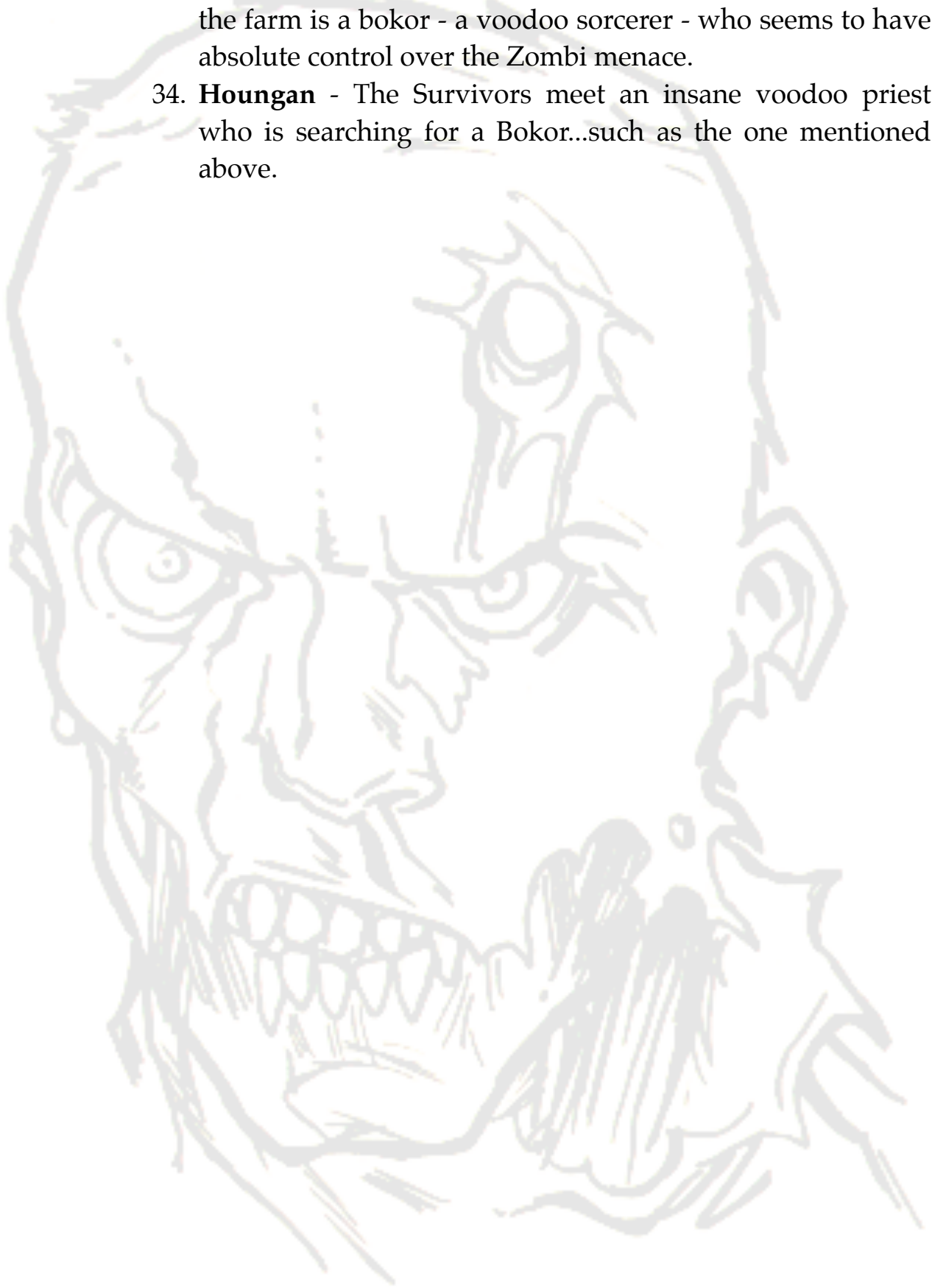
1. **Murder Mystery** - Perfect place to hole up with 4-6 non-player Survivors. A murder occurs. And being besieged by Zombis means they can't leave.
2. **Already Dead** - the Survivors are already dead but they may not know it due to a special process or implant.
3. **Soylent Red** - it's Zombis! Aieeee! The leaders of a community are feeding their people in harvested zombi!
4. **Great Little Haven** - The Survivors find a great haven, the mayor has the place running well. He's also a stark raving lunatic but the people seem happy. Would it be right to disrupt this tidy little enclave?
5. **The Lottery** - In Philadelphia there is a lottery where if you 'win' you undergo a chase from professional hunters and the general public who get bounties if they aid in your capture. When caught, of course, they throw you outside.
6. **Candyman** - A sweetie shop filled with Zombi kids and a Zombi shopkeeper. Who hasn't had chocolate in a while?
7. **Slaves** - The Survivors are being held as slaves due to their technical ability in some field. Their captors are benevolent or nasty but they are still in a prison. Is it worth leaving?
8. **The Cure** - A scientist claims to have the answer but needs transport to another part of the country. The journey will likely take a month. He might be a fraud?
9. **Johnny Appleseed** - A farmer is growing bumper crops using zombi bits as fertilizer. What effect might this have on those who eat the produce?
10. **Gaoler** - the Survivors are in jail and what a fun place that must be at the beginning of the Zombi holocaust.
11. **Amusement Park** - An amusement park filled with Zombis. Ghastly clowns walk hand in hand with little children, faces contorted in glee.
12. **Desolation Road** - Survivors must deliver a vaccine. They get a cool vehicle (Armoured RV with MG mount) and a road trip into zombified America.
13. **Zombi Bar** - a late night shut-in turns into Zombi horror. (You've watched the Shaun of the Dead movie, right?)

14. **One man and his dog** - as animals don't catch the plague, packs of trained dogs are being used to herd and destroy zombies. These dogs attack Zombies when threatened and can smell their decaying flesh hundreds of yards away. One would be useful as a pet.
15. **ZombiCam** - An outside broadcast camera was strapped to (and partially embedded into) a hapless zombie. Survivors might encounter the ZombiCam or be sent by their patron to retrieve it.
16. **Big Brother** - eight people trapped in a house. Limited food, limited heat, limited ammo. One truck, one set of keys and night is approaching fast.
17. **Ocean Liner** - People take an ocean cruise to get away from it all. As the plague spreads below decks, the crew attempt to shield the passengers from the horror until, of course, it's too late for all of them.
18. **Offshore Haven** - A boat is anchored offshore. The water is deep enough to minimise Zombie intrusion and all sorts of neat equipment lie below decks. But who owns it? And where are they?
19. **The Islands** - The Survivors may be trying to get out to the islands where no humans have lived or they may encounter another group making that journey with a suitably Moses-like character leading them to the promised land.
20. **Deadville** - An entire village of Deadfriends (a hereditary condition) where Zombies live alongside the Living. How do the Survivors react?
21. **Property is Theft** - they don't need all that stuff. We're dying and they won't help. They don't deserve it. Let's take it. Kill them and take their stuff.
22. **The New Man** - Cliff is a great guy; funny, helpful and a great conversationalist. But he looks like he's been dead for two weeks. He wants back inside to see his friends. What's going on?
23. **Scavengers** - A powerful survivor has the Survivors under his thumb. He says he'll let them go free if they find him "something nice". All the likely places are neck-deep in hungry zombies.

24. **"It's pronounced Free-unken-steen"** - A mad former medical student is obtaining human bodies (from where?) cutting them up, mixing up the bits and stitching them together in interesting shapes. They rise as Zombis and he lets them go on their way. Somebody ought to stop him.
25. **Teenage Zombi Slayers** - It's the new term at the Survivor's High School. But now there are Zombis at the school gates. How many of the Survivors will graduate?
26. **Wheels of Industry** - The Survivors manage a small but vital resource centre; a mine, pumping station, refinery. It's under continuous siege by zombis attracted by the noise of machinery. Meanwhile the workers are restless (maybe they didn't volunteer for the job) and a relief crew is overdue. The Survivors must keep the facility running smoothly.
27. **Hospital Horror** - The Survivors are being treated in a large functioning medical centre when zombis rampage through the wards. Can the Survivors save themselves while rescuing as many patients, medics and medical supplies .
28. **Not without my children** - To the survivors the two zombis are Specimens 06 and 09. To another survivor they're still Melissa (aged 11) and Timmy (aged 8), her precious babies. She's got the firepower and attitude to rescue them and cause a lot of grief in the process.
29. **Hot Pursuit** - They've taken something valuable or abducted someone important. Track them down, recover the prize intact and administer justice to fit the crime.
30. **Strangers in town** - They're friendly and seem okay, but there's too many of them and they've a lot of guns. They call their leader "Sir". What are they doing in the Survivors settlement? And what are they up to?
31. **Hello...how are you?** - The group meet a small convoy moving through the more dangerous regions. One of the Survivors is greeted by a friend from the past who spends a lot of time with them while they travel with the convoy.
32. **Message in a pocket** - A complete stranger hands them a crumpled photo. The picture is of the Survivor and another person. And there's a message on the back. Hello, goodbye or help me?

## the earth won't hold the dead

33. **Bokor** - The Survivors see an odd sight. A farm where the zombis till the fields and herd the cattle. The inhabitant of the farm is a bokor - a voodoo sorcerer - who seems to have absolute control over the Zombi menace.
34. **Houngan** - The Survivors meet an insane voodoo priest who is searching for a Bokor...such as the one mentioned above.



## **the earth won't hold the dead**

### **Further Research:**

Night of the Living Dead, Dawn of the Dead and Day of the Dead are considered gospel for this game. Mr Romero is to be thanked. A lot of other films help create and mold this genre and for their "moments of merit" they are mentioned here.

### **Night of the Living Dead.**

Chilling movie and the landmark of the genre. Set at the time when the menace has appeared but people are not prepared for it. Right from the beginning you know it is not going to have a happy ending.

### **Dawn of the Dead.**

Another landmark piece telling the story of four people thrown together by friendship and desperation til they find the promised land in a huge Mall. Look out for the makeup and effects expert Tom Savini in a cameo role.

### **Day of the Dead.**

With society gone the world breaks down into something worse even than tribalism. Spine-chilling movie in parts that really makes you want to shout "No..don't go there!".

### **Land of the Dead**

An upbeat movie in comparison full of odd protagonists and stupid antagonists. There's an annoying number of fortunate coincidences and predictable plot elements. But Dennis Hopper dies. All's good.

### **Zombie Flesh-Eaters**

Unfortunate spin-off and (thankfully) banned until recently but could give pointers on what happens to people who actually make it to "the islands". There are, unfortunately, Zombis everywhere.

### **The Omega Man/I am Legend/The Last Man on Earth**

Decent book but the film starring Charlton Heston has to be the best. The book refers to vampires but the film seems to imply they are just nocturnal humanoids. The end scene is rather poignant and if you don't know why then ask me.

**Evil Dead/Evil Dead 2/Army of Darkness:The Medieval Dead**

The continued antics of the scurrilous anti-hero Ash are now considered classic in their own right by sections of the Zombi fanbase and Mr Raimi is therefore held in high esteem.

**The Fog**

Spooky revenge thriller about a group of scabby leprous pirates who return from a watery grave to take back their loot and kill the descendents of those who betrayed them.

**Demon Knight: Tales from the Crypt.**

Not a Zombi flick but it does have very good scenes regarding being trapped in a building as the scum-sucking hordes of evil try to enter.

**Night of the Comet**

A comet kills half the world as it passes and turns the remainder into slaving humanoids except for the heroes and heroines. Entertaining but the cheesy ending would spoil it for Zombi fans.

**My Boyfriend's Back!**

Odd romantic comedy about a boy who returns from the dead to be with his girlfriend. His decomposition and apparent lust for human meat provide the laughs.

**The Eliminator**

Sadly not a farce but has some low-budget but very good scenes of flesh- eating undead extras. Four pounds of offal and a couple of actors who really want to get on film provide the zombification. Worth watching if you like obscure, oddball, low-budget B movies made in Ireland.

**Frankenstein**

The monster, in its various incarnations, has had many faces. The best and most fitting has to be the Christopher Lee rendition with Peter Cushing as Victor. Lee doesn't say a word (apart from "nnnnnhhhh").

**Shaun of the Dead**

Hit Zom-Com from a couple of years ago. Set in the relatively gun-free United Kingdom.

**Resident Evil (series)**

Three movies investigating the superhuman 'Alice' and her fight against the massive corporation which accidentally unleashed a Zombi virus. This virus also causes some Zombis to mutate into larger, nastier beasts.

**Dawn of the Dead (remake)**

The first of the "Fast Zombis" movies and considerably more bleak than it's predecessors. I like the mix of characters and the plot, with the exception of the Mekhi Pfifer subplot.

**Dead Set**

The Big Brother TV series meets Zombi Slaughterfest in this mini-series. Absolutely compelling and jolly good fun.

**28 Days Later/28 Weeks Later**

Not really zombis but living attackers in a low budget but incredibly well made Zombi movie.

**Left4Dead**

Zombi video game available on XBOX and PC from Valve. Four survivors attempt to fight their way out of the city against hordes of the undead and their superpowered 'bosses'.

**Online Resources:**

LateGaming - our web site. Get the latest downloads related to Zombi or come along to discuss the game or your campaign.

HomePage of the Dead

( <http://www.homepageofthedeath.com/> )

Though it isn't the largest, it is by far my favourite repository of information about Zombies and the Undead - from Night of the Living Dead to Army of Darkness. The homebrew fiction is absolutely inspiring in places.

# ZoMbi

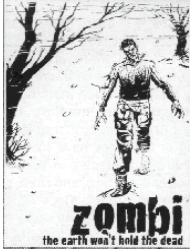
survivor name

## PaNiC RaTiNg

- Light Wound
- Serious Wound
- Heavy Wound
- Dead

### Damage Notes

- GunPlay  CloseCombat
- B&E Action  Stealthng
- Driving  Survival
- Awareness  Streetwise
- Medicine  Persuasion



Qualities

NotePad

Lifenotes

# ZoMbi

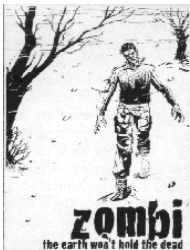
survivor name

## PaNiC RaTiNg

- Light Wound
- Serious Wound
- Heavy Wound
- Dead

### Damage Notes

- GunPlay  CloseCombat
- B&E Action  Stealthng
- Driving  Survival
- Awareness  Streetwise
- Medicine  Persuasion



Qualities

NotePad

Lifenotes



Buy one of our other games!!!!!!

**The 23rd Letter                      £9.99                      CD120**

The Psilent War has begun. Whose side are you on? You've become part of a global conspiracy that threatens to tear the world apart. Play a government agent, a rogue psychic or even a normal human caught up in a secret war. For mature readers.

**SpaceNinjaCyberCrisis XDO   £7.99                      CD.210**

A game set in a world filled with beautiful cyborgs, cute robots, superfast cyberbikes, powered exoskeletons, giant mechanoids, speed-lines, comical pets, strange aliens, villainous maniacs and demons with amazing groinal powers. A complete game. Not to be taken seriously.

**The Project Sourcebook                      Download                      CD.111**

THE supplement for The 23rd Letter. Details the role that your government plays in the Psilent War. Do they even know? Do they care? Will you help them hide the truth? Will you kill to reveal the truth? You will know what your children are. Also includes updates, extra psychic abilities and equipment.

**Testament, Creed                      Download**

Free downloads at our web site. PDF pages exploring the end of the world from the point of view of the people left behind.

**WildTalents**

Free for download from our website in Adobe Acrobat format. Includes scenarios, extra rules, errata and previews.