



LIVING DEAD

A FIASCO PLAYSET
BY JAMES GABRIELSEN

JGO2 LIVING DEAD

CREDITS

Written by James Gabrielsen

Edited by Steve Segedy

Cover art by James Gabrielsen

Additional art by Jason Morningstar

BOILERPLATE

This Playset is an accessory for the *Fiasco* role-playing game by Bully Pulpit Games.

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For more information about *Fiasco* or to download other Playsets and materials, visit www.bullypulpitgames.com.

If you'd like to create your own Playset or other *Fiasco*-related content, we'd like to help. Write us at info@bullypulpitgames.com.



"When you play, play *hard*." - Theodore Roosevelt

THE SCORE

WHEN THERE IS NO MORE ROOM IN HELL, THE DEAD WILL WALK THE EARTH.

Everything has changed. No more paperwork or errands or ballgames. We still fight and squabble and lie as much as ever, but not for money or drugs or power. When the world has been overrun by the living dead, survival is the only thing that matters.

Banding together always seems like a good idea in theory; strength in numbers, right? Keep believing that if you want, but those people just might kill you before the zombies. Remember, only one thing matters: staying alive.

MOVIE NIGHT

Night of the Living Dead, Dawn of the Dead, Day of the Dead, Land of the Dead, Return of the Living Dead, Shaun of the Dead, Zombieland, 28 Days Later, 28 Weeks Later, Evil Dead I and II, Army of Darkness, I Am Legend, Pet Semetary, Quarantine, Plan 9 From Outer Space, Resident Evil, Slither, The Walking Dead (TV). Any zombie movie ever.

THIS IS NOT A COMPLETE PLAYSET!

This supplement is a playset add-on—a collection of locations, objects, circumstances, and tropes ready to be plugged into any other playset.

In other words, you'll need another playset to use this one.

Why not make a complete zombie playset? There are too many zombie films with too many varied themes to collect into a single playset. You can't confine zombies to a single setting; they work almost anywhere. Zombies in a nice southern town? Perfect. Zombies in the Old West? Of course! Zombies on the grassy knoll? Oswald is the least of Kennedy's problems.

HOW IT WORKS

*** Choose a playset and grab some dice as usual**

Pick out a playset that is in desperate need of a zombie apocalypse. Gather up the dice as usual—two white and two black for each player.

*** Swap stunt dice into the dice pool, and proceed with the Setup as usual**

Replace two white dice and two black dice with four “stunt dice” of a different color (we suggest red, because it’s going to get bloody in here). Then roll them all into a central pile and proceed with the Setup. As usual, only the numbers matter, so the stunt dice don’t change anything yet.

*** Whenever a stunt die is used to resolve a scene, ZOMBIES!**

Whenever players resolve a scene, they can choose a black or white die for normal resolution or they can choose a stunt die. If a stunt die is chosen, zombies **MUST** show up in the scene somehow. This is not a clearly good or bad outcome. It is a zombie outcome.

*** Use the stunt dice to add a Living Dead element to the game**

When the scene is fully resolved, it’s time to add a Living Dead element to the game. Whoever resolved the scene should roll all four stunt dice to generate some random numbers. Then select a category and detail from the Living Dead table, write them on a new index card, and place the card on the table. When this is complete, return all of the stunt dice to wherever they were before.

This zombie element works just like a Tilt element—any player can incorporate it into upcoming scenes, infecting the story with zombie chaos.

*** Ignore the stunt dice when calculating Tilt and Aftermath**

When calculating the Tilt and the Aftermath, don’t roll the stunt dice. They don’t contribute to your end fate.

*For more information about stunt dice, see the **Fiasco Companion!***

RELATIONSHIP
COMMUNITY
CHURCH VOLUNTEERS

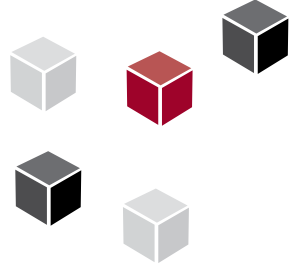
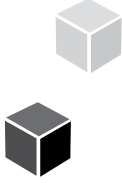
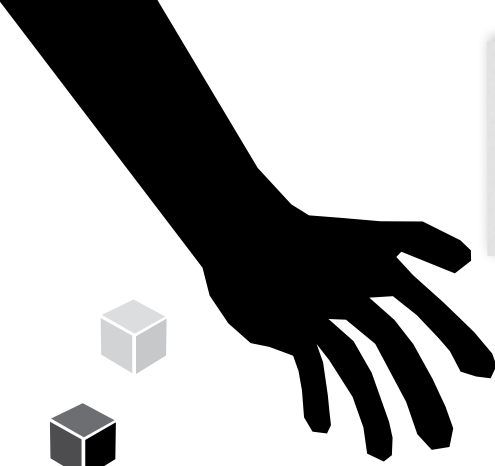
OBJECT
WEAPON
MACHETE

ESCAPE
HELICOPTER RUNNING
LOW ON FUEL

LIVING DEAD ELEMENT!

RELATIONSHIP
ROMANCE
LONG-TIME CRUSH

NEED
TO GET OUT OF THIS
TOWN...
TO ESCAPE FAMILY



THE LIVING DEAD...

1 FOREBODING

- ◻ Carefully concealed bite wound
- ◻◦ Empty city streets in the middle of the day
- ◻◦ “Are they drawn here by memory? Instinct? Maybe they’re coming for us.”
- ◻◻◦ Fever that won’t break
- ◻◻◦ News reports of unexplained rioting among the homeless
- ◻◻◻◦ Pregnancy that will soon be too far along to conceal

2 INSTABILITY

- ◻ The barrier won’t be able to hold them back for long
- ◻◦ Barely contained feud
- ◻◦ Widespread power outage
- ◻◻◦ Rapidly dwindling food supply
- ◻◻◦ Twinkies have a shelf-life of twenty-five days
- ◻◻◻◦ Diary documenting a descent into madness.

3 IRRATIONALITY

- ◻ “I don’t care if they’re already dead! I won’t shoot my family!”
- ◻◦ Bigotry at the worst possible moment
- ◻◦ “If we could study them, find out what’s wrong with them...”
- ◻◻◦ “I’m not leaving.”
- ◻◻◦ “I’ll take my chances out there with the zombies.”
- ◻◻◻◦ “We can’t take the risk. We have to kill him before he turns.”

4 DESPERATION

- "We have to save them!"
- ◻ "He's starving over there. How can we get him some food?"
- ◻ "It's not too late! Amputate the arm!"
- ◻ "If we act and smell like them, maybe they won't notice us."
- ◻ "What's worse than death? Sitting here, waiting to die."
- ◻ "I'll hold 'em off! Make a break for it!"

5 SAFETY

- Gun shop
- ◻ Nearby military base
- ◻ Radio report of a safe location
- ◻ Lights from an upper floor of an apartment building
- ◻ Apparently abandoned prison
- ◻ Scrap wood, nails, and hammers

6 ESCAPE

- Boat keys
- ◻ Sewer and utility tunnels
- ◻ Parking shuttle
- ◻ Helicopter running low on fuel
- ◻ "The military will clean this up. Let's just hold tight."
- ◻ One last bullet in the chamber, just in case

...DURING THE APOCALYPSE

ATTN CDC PERSONNEL:
WE ATTEMPTED INTERDICTION,
BUT NON-LIVING HOSTILES
OVERRAN OUR POSITION. THEY
ARE MOBILE AROUND THE WIRE.
CITY IN ENEMY HANDS. WE ARE
INTENDING NORTH. STAY
SHARP.

LT. PATRICK WEST
7th S.O.G.

State, meet us @ the brewpub.
Brick's, easier to defend +
if nothing else we'll get drunk.

Please take what you want.

I won't need it where I'm going.

Pray for me.

-Ed

MAN SEEKS WOMAN

Likes: Food, Water, Shelter

Dislikes: Biting, Moaning, Dead Eyes