

Blue Undead...

Some odd thoughts, observations etc on one of my favorite monsters.

I started as many game players, with classic D&D, way back in 1979. Out of the last twenty years of playing all sorts of game genres, my most favorite critter is the Blue Undead of Morrow Project.

When I read the initial description they sounded quite funny, and even laughably avoidable. That was before I used one in a game. That was when I discovered just how dangerous but insanely funny they were to use.

For all you Project Directors out there let me explain a few house rule changes I implemented.

1. Their condition is partially contagious. If a person is killed by them, there is a 20% chance that they will in turn become one.
2. They are VERY curious.
3. Whatever the last thought running through their minds, at the time of death, is what they repeat for all eternity. (see below)
4. Very strong odors will either attract or repel them. (see below)
5. They DO have limited tool use.

With all these changes I found that our "Blues", were much more interesting.

A few anecdotes:

Seattle: Two blues in a canoe, paddling along in Puget Sound.

The Blue Mailman

The Blue couple making out in the porch swing.

Wyoming: The blue Park Ranger near Jackson Hole. And the MP Motorcycle left behind by a Project member who didn't move fast enough.

The ENTIRE population of Jackson Hole, doing all kinds of interesting things, not a nice place to visit. Of course it's not much different now. Still Harrison Ford makes a great Blue Undead.

Texas: The classic:

The blue girl-scout, trying to sell a box of cookies, walks up to the party. Quite cute, until the long burst from the M-60, which opened her guts up. Seeing her walk along in her own entrails was Very funny. I also invoked the "Upchuck" rule on all characters in viewing range. Guess what? She now has company, she walks in circles, her left leg is gone, and her playmate will spend eternity with the dry heaves.

California: The group of Stubbies who learned about their curiosity about smells, and will routinely use rose petal extract to divert them, usually into rival territory.

Kansas: While inventorying a cache, the team scout, with Air-Scout, picks up a Very high RAD reading while flying top cover, he sees two "people" walking towards the gropos. $2 + 2 = \text{aw crap}$. In his zeal to defend his party, his use of the four 2.75" rockets was, in review a little much.

Stopping these things should be a major undertaking. They should have to be reduced to very small bits to stop them. This is a great way to “help” your team expend ammo.

Smart players will utilize called shot techniques, if available, at LARGE negatives to blow off kneecaps. This doesn't stop them, but it does slow them down.

Have fun with these unique critters, they can be a great humbling influence on a team that, has become just a little too big for its britches....

Next, Maggots are our friends...

Till then have a nice nuclear hell day.