ZOMBACALYPSE

THE ZOMBIE APOCALYPSE ROLEPLAYING EXPERIENCE

Silver Gryphon Games

ZOMBACALYPSE

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INTRODUCTION

This book gives game and background information for adding classic movie zombies to your Savage Worlds campaigns or running an entire campaign based around the plots of classic movies. Harsh decisions may have to be made by the characters in a gaming environment that is full of zombies, or even one where only a single zombie exists. Consideration of the balance and respect for the lives of other characters hang by a thread. Of course, the information found in this book need not be used to illustrate zombie-genre purist philosophy; it could be used to run a light-hearted zombie based comedy game as well.

USING THIS BOOK

The primary use of this book requires the use of the Savage Worlds Core Book, which is referenced many times throughout this volume. This book does not require any other books published by Silver Gryphon Games, or by any other gaming company, in order to use. Additionally, the only other things needed for this book to be properly used are those tools needed to run any other game using the Savage Worlds system; your imagination, a set of dice, paper, and something to write with.

SUPPLEMENTARY INFORMATION

This book is a supplement to the Savage Worlds system, meaning that it may be run with any other supplement, or placed in any setting. However, there may be adventures published by Silver Gryphon Games that specifically require other settings or supplements to be purchased in order to utilize them properly. All the information in this book can be used to its full effectiveness using only the Savage World Core Rules, in addition to this book.

DISCLAIMER

This book has been written for purposes of entertainment and as an introduction of a horror-survival element to your games. It is not intended for young or impressionable readers. This book is not intended as a reference for any religious thought or philosophical school. This book is intended for fun, and a different gaming experience that is not normally found in most gaming systems. However, it is also intended to give a glimpse of the dark side of humanity; when food and ammunition start running low, choices have to be made, and only players with a mature mindset are capable of dealing with the repercussions of those actions.

The writer and publisher of this book recognize that certain circumstances will arise in the game

environment that lead to dilemmas on multiple levels, the least of which are religious and ethical in nature. This book does not encourage or endorse the finality of the ethical problems that can arise. This book does not endorse or encourage the wholesale slaughter of characters, Zombies, or other fictional characters, beings, or animals in a game environment. However, we do understand that these things will probably have to happen, and thus, is the reason for the suggested age of the users of this book.

ZOMBIES AND THIS BOOK

Zombies are a conundrum to us in the real world. They are both dead and alive, earning them the distinction of "Undead." This phase of existence is explored in dozens of various ways by books, movies, comics, and other role-playing games. Within these pages you will receive a glimpse of these variations as well as the fundamental roots of their origins, allowing the GM to pick and choose, or combine thoughts on what Zombies are and how they work in the game environment.

Chapter 1 of this book deals with the possible origins of Zombies. It also covers different angles on how Zombies are created, how they reproduce, and how they are dealt with. While every possible scenario may not be represented, the topics and methodologies of Zombies and Zombification presented comprise a very complete list.

Chapter 2 contains qualities that Zombies seem to possess in all the various forms and ways that they are represented. They are broken down into thirteen categories that cover all arenas of Zombies as they are found in popular media. These are further broken down into four categories each, granting over sixty-seven million possible combinations for creating Zombies based upon the needs of the campaign or adventure being run.

Chapter 3 deals with surviving the Zombacalypse and addresses some of the more pertinent concerns of ethics and resources. It also discusses strongholds and fortifying against incoming wave after wave of the walking-dead. This chapter just can only give these issues a glossing; entire novelty books have been written to explain how to survive a zombie apocalypse.

These pages address the issue of survival lightly, as it is not only game specific, but also dependent on country, state, city, or even specific to buildings.

Chapter 4 consists of improvised weapons and explosives that characters will invariably use. Many of these are seen in popular Zombie horror movies, and the tactics surrounding their use are accidental, brilliant, or perhaps both.

Chapter 5 is a listing of various scenarios that could potentially be encountered in a campaign or run as short adventures. These may be enriched via website content, as well as other free downloads. They may also be appended by more books, each detailing a site, town, or city under siege by the Undead.

Appendix 1 presents a rundown of zombies that may be encountered in the game environment. This list is by no means complete; it is simply a brief list and a small percent of the over sixty-seven million Zombie types that can be created using this book. They do, however, comprise the types of the walking dead commonly found in movies, comics, and television shows.

Finally, there is an adventure set in the American Civil War based on the Behind Enemy Lines scenario put forward in Chapter 6. It is geared for 2 to 5 players and comes with a quick Civil War primer, supplementary equipment lists, and maps for the adventure. This equipment may be used in conjunction with the equipment found in the Savage Worlds Core Book or any other supplement.

TERMINOLOGY

This book uses the term "infestation" when talking about Zombies. This is not to automatically give the implication that all Zombies are caused by disease. This is simply a word that is convenient to use in dealing with their ranks spreading and consuming throughout the world.

CHARACTERS

As is the case in the popular movies concerning Zombies, any character might have to fight them off or help others to do so. The characters need not have any special training, and any character from the basic, just-created character to the advanced, multiple-session survivor can be used

in these scenarios, pending the GM's decision of the campaign type to run. The game environment will dictate the character types in these cases, not the other way around.

It is also possible that the players may be using Zombie characters. In this case, they could be in one of the scenarios in Chapter 5 or in something similar to what is presented in that chapter. They could be running something of the GM's own concoction, or they could be in a copy of another game or system. However it happens, Zombie characters have some serious limitations that may have to be overcome, and perhaps not without a bit of comedy.

ZOMBIE MOVIES

Movies about Zombies are probably the most readily available source material outside of this book. They examine the possibility of Zombies in all lights, from the serious to the zany, and from the horrific to the comedic. Graphic violence and gore need not be in the campaign you run using this book. However, it will probably be the case, as it is with a vast majority of the Zombie films, that gore and ample violence will be present. This genre has seen some resurgence in the last few years, and high-budget Zombie splatter flicks have been churned out of Hollywood, much to the satisfaction of the faithful fans.

The movies that have come out for the Zombie crowd are represented by two distinct formats: Survivor-Horror, and Survivor-Comedy. These films titillate us with their imagery, and they make us jump, laugh, or both.

SURVIVOR HORROR GENRE

This is the mainstay of Zombie movies. A handful of desperate survivors take on throngs of Undead, or operate within a moral framework due to the Zombies laying siege to their stronghold. These are generally the toughest, the most hardcore, and the darkest chapters in the genre. Every decision could cause a character to die, or worse, could cause all of the characters to die. Lifeboat ethics take hold, and those who try to help anybody could kill everybody.

SURVIVOR COMEDY GENRE

This is a relatively new genre, usually done in spoof of the classic movies. Due to the availability of digital camera equipment, cheaper editing techniques, and other advances in the filmmaking industry, these films are becoming more and more common. These films are generally notoriously low budget, but they do well in the theaters because of their subject matter and their cross-genre inclusions, such as the new genre created a few years ago of "Romantic Zombie Comedy."

ZOMBIES IN SAVAGE WORLDS

The GM is the player who decides how Zombies are included in her game. The scenarios, situations, and ideas of this book cover a wide-enough variety of causes, zombie types, and problems to run any manner of Zombie game. More than one type of Zombie may be found in the game environment, though predominantly, there shouldn't be more than a handful of types. Each scenario lists zombies used through its duration, and these can be modified, though it may change the flavor of the adventure.

It might also be the case that the characters of the players become Zombies themselves. This can lead to interesting situations arising that might add a little fun and a lot of drama to the game. Remember though, it's only a game, and what happens in the game, stays in the game.

EDGES AND HINDRANCES

There are no additional Edges or Hindrances included in this book. Between those found in the Savage Worlds Core Book and those found in which ever setting you may be using, the characters should have a large enough selection of Edges and Hindrances available to handle the zombie plague. That isn't to say that the GM won't decide to houserule some new Edges and Hindrances in, but many of the possible mechanics of the additions are covered quite nicely in the various other books that the GM uses.

EXISTING ZOMBIES

In the Savage Worlds Core Book, there is already a zombie creature and there is already a spell used to create them. This book is not intended to change the function of either of those two. The GM may choose to modifiy the exist-

ing spell (or create a new one) in order to make modifications to zombies as listed in Chapter 2 of this book. Chapter 2 also discusses the zombie qualities granted by being Undead, per the Savage Worlds Core Book. As these rules are updated by Pinnacle Entertainment, the rules presented in this book may seem to be out-dated. The easy way to handle that situation is to use the rules as written in the Savage Worlds Core Book and modify the rules, situations, and weapons in this book to fit them, not the other way around.

If zombies are already in the setting that the GM is using, then it is up to the GM to determine which elements of this book to incorporate. The GM should be transparent as possible with this, or at least as much as necessary so the players know what they can and cannot do as they face down the Undead.

CHAPTER 1: ZOMBIE ORIGINS

Movies and literature have gone to great lengths to try to explain where their particular breed of Zombies comes from. There tends to be either no explanation given at all, or the Zombies fall into one of the seven basic categories listed below. This list is not exhaustive, but it is fairly inclusive. There is certainly possibility for expansion of the ideas presented below, and these ideas are intended to work as either campaign seeds or as standard methods for introducing zombies into your own campaign world.

RELIGIOUS

Arguably one of the defining factors of most religions are how they view what happens to a person's consciousness after death. The Judeo-Christian faiths, for example, show many examples of the dead awakening, such as Lazarus and the resurrection of the faithful dead in Revelations. Obviously these are not accounts of zombies in the Bible, but they can be used as inspiration for a Zombacalypse.

CURSE

A curse large enough to initiate a Zombie plague would be unheard of in any culture, religion, or mythology of the world. However, a curse affecting an individual or small group would be enough to get the infestation started, and depending on the transmission method and incubation period of the infestation, it could spread rapidly.

Another possibility is a Divine or Profane agent involved in the curse. Entities of this magnitude could cause a large populated area to become zombified. Such an Entity could possibly Zombify a large number of people spread around the world. Campaigns revolving around this concept generally lead to extremely powerful characters.

If the method of religious infestation is a curse, there are thousands of ways that the infestation could have started. If it is indeed caused by a curse, there might be no way of reversing the curse and the dead could continue to walk the Earth. Any type of Zombie may be created with a curse, though those that are created are usually for a specific purpose, not simply for the destruction of the world.

END OF DAYS

During the End of Days, some religious texts speak of the dead rising from their graves, the sea giving up her dead, and those dead receiving their final judgments. What is interesting about this notion is that if some dead are bound to become Zombies, that is, agents of evil sent to destroy and consume mankind, then it stands to reason that there might be a similar creature serving the purposes of the Divine. While these agents may not be undead themselves, it certainly raises curious questions.

An End of Days scenario would be extremely horrific; seeing Grandma Jones and Baby Robert rise from their graves to feast on Human flesh is a truly chilling image. Even though there's a substantial amount of cultures that believe in cremation over burial, if all the dead rose from the Earth and walked from the sea, the Earth would be swarming with Zombies. The numbers would be overwhelmingly in the favor of the dead, and precious few Humans would survive even the initial onslaught, let alone what would follow.

Though perhaps most widely known, the Judeo-Christian faiths are not the only religious institutions which place emphasis on the resurrected dead. For this reason, a Biblical plague might not be the only cause of a massive religious zombification event.

FANTASY WORLDS

Some worlds will be rich in magical energy, knowledge, and culture. Most of these worlds will have necromantic spells that deal directly with raising the dead. It can also be the case that the dead will rise if they were killed in a particularly brutal way or if they were greatly wronged in the moments before their death. However it happens, if undead are present in a fantasy world, there are probably zombies in some facet or another.

Generally, the zombies in these sorts of settings are the equivalent of Shamblers. It should be noted that zombies in most fantasy worlds are not able to infect their victims. Those types of zombies can exist, but they tend to be rare in fantasy campaigns. Furthermore, while Zombies in these settings cause a general panic in the populace, it is nothing like the result would

be of hordes of Zombies marching on Venice, Berlin, Moscow, London, or Chicago.

It can also be difficult to differentiate between types of rotting flesh devouring undead. The main differences fall into the realms of intelligence, motive, social organization, maliciousness, or the spells that create them. Most of the various types of corporeal undead can be built with this book; exceptions would be vampires and golems, which are not zombie-like in the least. It is also again worth noting that most zombies in fantasy settings are not the brain-eaters that are the staple of 80's and early 90's zombie movies. Instead fantasy zombies typically exist to serve as labor, guards, or soldiers.

ZOMBIE MINIONS

With the advent of zombies and necromancy, there is the possibility that the zombies are merely the undead servants of powerful wizards. If that is the case, the zombies need not be flesh devouring killing machines; they might be running errands or performing chores as directed by their creator. It is possible in some of these cases that the zombie was raised from the dead as part of an agreement, a debt, or even a discussion that was had posthumously. Some zombies may be made tougher, smarter, and stronger than the run-of-the-mill zombies and they can be especially dangerous if they are attacked without provocation.

EXTRA-TERRESTRIAL ORIGIN

One of the greatest risks to any environment is the introduction of a foreign species. Even seemingly harmless animals such as rabbits, frogs, and various house pets into a new environment can have catastrophic effects on the ecology. These new creatures have no predators, they have to compete with natural animals, and those from an intruding environment usually come out on top.

At the time that this book was written, the Florida Everglades were undergoing and trying to combat a similar problem; owners who no longer wanted the exotic pets had released pythons and anacondas into the swamps. The giant snakes began to compete for food and territory with naturally occurring alligators, and they seem to be carving off wide swaths of territory for themselves. Florida wildlife officials

are doing everything they can to humanely deal with the problem, and it looks like (at this time) that they are winning the battle.

Disease is an even worse problem. Small pox eradicated populations in Europe for hundreds of years until they became resistant to it and an inoculation from the cowpox disease was discovered and widely initiated. When European explorers came to the New World, they brought influenza, small pox, and a multitude of other diseases. In exchange, the Europeans contracted malaria, yellow fever, and other nasty diseases. A virus of extra-terrestrial origin would be catastrophic to the population of the world it impacts; a world with no known immunities or defenses against it. Parasites from off-world would be in a feeding frenzy with ready hosts that are unable to fight it off with medication, technology, or sheer toughness.

ALIEN PARASITE

A parasite usually causes catastrophic problems for the host, and in some cases, death. This death from Earth-borne parasites comes from diseases that transmit from the parasitic process or from malnutrition or degradation caused by the parasite inhabiting the host. Not all Earth-borne parasites are so malignant; mosquitoes and ticks, while able to carry diseases such as malaria, the west Nile virus, and Lyme's disease, generally take what they need and move on.

Alien parasites are not necessarily so inclined. While modern science tells us that there is no way that a parasite could make the dead get up and walk, science fiction is not so kind. The works of Heinlien, King, and numerous others deal with the thought of alien parasites using mind control and inhabiting dead bodies, making them able to move and act while they rot and search for their preferred sources of food. Something of this nature would be hard to detect and be horrific to behold and even worse to try to combat, especially if they are virtually impossible to detect and even harder to kill.

ALIEN VIRUS

The term alien is used to describe anything that is not normally found in a particular area. In this case, it is used to refer to extra-terrestrial viruses. Modern science has yet to define whether viruses are living creatures unto themselves or whether they are something else entirely. Whatever the case is, viruses are extremely complex killing machines that can mutate readily and cause some of the worst effects ever seen in living creatures. Alien viruses could do virtually everything. While from a scientific viewpoint, a virus from outer space that reanimates the dead is incorrect on so many levels, but that's what makes it terrifying.

SPACE DUST

Passing comets are notorious spreaders of space dust and radiation that cause the dead to rise from their graves. Depending on how the radiation and dust spread, it might affect the living, causing them to rise after their deaths, or it may even soak into the ground making the dead dig themselves out of their graves in search of flesh and brains.

DISEASE

Viruses and diseases need not be from outer space to be scary or to achieve horrific effects. Killer diseases and the quarantine procedures involved with preventing their spread are the subject of multitudes of television shows, manga, and movies. The microbes that nature creates are scary enough in their effects. AIDS, HIV, Ebola, and leprosy all produce horrific effects in those they affect, and these effects ultimately lead to death either by device or design.

In the most common form of zombie, the infectious bite, the festering scratch, and the putrid blood all seem to carry something that when it enters the body fluids of an affected individual begins the process of turning that person. While seldom treated as a disease, characters in the movies usually quickly ascertain that wounds caused in a certain way by the attacking zombie will produce a zombification effect, and that is from a disease. Only a disease or directly injected super-virus would work as quickly as the zombification effect in the popular media that displays it.

NATURAL SUPER DISEASE

It's already been mentioned that many of the nastier diseases on Earth have extraordinarily awful effects such as hemorrhagic fever. While no disease will animate the dead, it wouldn't

take much of a jump in a fictitious world to have one of these horrific diseases animate those that it kills. Every year we push deeper into the darkest heart of Africa or down to the ocean depths, we find new and more lethal pathogens.

With more and more diseases becoming tolerant and resistant to treatments, they are continuously getting tougher and harder to kill with traditional treatments. These diseases are also having prolonged, more severe, and increasingly lethal effects. As they continue to mutate, especially those which are already devastating to those they affect, these diseases begin to change past a point where they can even be treated with medicine. Nontraditional treatments and enormous lists of drugs stave off the effects and drive the body to near-death in order to try to kill the ailments themselves before the patient dies.

CDC BREACH

The Center for Disease Control in Atlanta is the world's largest storehouse of biological weapons in the form of natural diseases and diseases that have been bred accidentally in the world or in the lab. It is rumored that if there is ever a security breech at the CDC that there is a nuclear warhead on site that is triggered by the President of the United States to vaporize the site. Unfortunately for the good citizens of Atlanta, that means that they will have to be sacrificed. However, when it comes down to it, a few million may need to be sacrificed in order to keep the diseases in the CDC from escaping.

In the real world, the CDC is the major site for disease research. However, there are other sites, and these sites may not all be owned by governments, but by corporations. Such places are known through the zombie lexicon, being the subject of video games, movies, and stories. While security at these private laboratories is tight, industrial espionage, sabotage, and unforeseen accidents can and inevitably do happen. Such breeches are usually localized outbreaks, but depending on the transmissibility of the disease, the incubation period, and other factors, these breeches can spread quickly.

ACCIDENT

There are two types of biological accidents that can happen to cause a super virus or biological-

ly impacting effect. Medical breakthroughs and combination effects can both have unexpected results. Both are familiar in the modern era. The discovery of penicillin, drugs used to treat cancer, and Gulf War Syndrome are all examples of either medical breakthroughs, combination effects, or both. Whether the serendipity that inspires discovery is helpful or harmful is often sorted out later, and to the fame or infamy of its discoverer.

MEDICAL BREAKTHROUGH

Medical breakthroughs are generally positive effects. However, even though these drugs are used for positive effects such as to fight aging, cure cancer, or combat disease, they can have long term, unforeseen side effects. The truth in advertising campaigns that started in the late 1990's now guarantees that known and significant side effects must be disclosed by the pharmaceutical company introducing the product. To date, none of these side effects include "Undeath," but then, that's the real world where zombies don't exist. Even in fantasy eras can medical breakthroughs exist; it is only in the modern era that we have a thorough scientific understanding of disease, but attempts at treating disease have been with us longer than written language.

COMBINATION EFFECT

Combination effects are precisely what they sound like; a combination of two drugs working in an unforeseen way. Sometimes these effects are beneficial, but most of the time they form a poison in the body that can be more harmful than what the two drugs alone are trying to defeat. Gulf War Syndrome is a perfect example from the modern age on the harmful effects of a combination effect. An untested drug cocktail designed to fight biological and chemical weapons during Desert Storm led to serious birth defects in the children of the men and women who took them. Such effects, though usually not nearly as menacing, usually include decreased chance of survival for the patient who suffers from them.

MILITARY

A vast amount of the medical research that has been done was performed under the watchful eyes of the armed services. They had the fund-

ing of the government behind them and, in the name of making the world a better place, they had nearly unlimited resources for research materials and facilities. The creation of a disease, weapon, or troop enhancement isn't that far fetched. Some opinions and media portray these experiments as brutish and cruel, and all done by the military.

The categories below aren't the only thing that the military fits neatly into. Almost every single category above can have military involvement, depending on setting. Regardless of what creates the situation, it is inevitable that the military will be involved in the outcome, whether that decision is to cut losses with an acceptable loss of life, or send in strike teams to remove the zombie infestation. Even then accidents may happen, a troop may be infected, or security measures can become compromised.

BIOLOGICAL WARFARE

Bio-weapons have been a mainstay of warfare since the ancients figured out they could catapult dead live-stock into besieged cities in order to spread disease. Occasionally events related to biological warfare happen quite by accident. One of the most famous examples of this was the spread of small pox to the Native Americans throughout the North and South American continents. Similarly, the development of lethal syphilis in the Old World could be considered a form of accidental biological warfare. Because of globalization and immunization in the modern world, accidental biological warfare is rare but could be caused by security breaches at research facilities. Bioweapons are deliberately manufactured

and refined to make them as effective and difficult to resist as possible. However, for every manufactured disease, a cure can be found, especially in a modern or post-modern setting. Unleashing something on a group of peoples for which only you have a cure is calculating, cold, and effective, but ultimately damning.

EXPERIMENTAL MEDICINE

In order to combat several of the options listed above, the military could convincingly use experimental medicine. These could come in the form of untested vaccine combinations, fringe experiments that boarder on Mad Science, and truly gruesome effects carried out with purpose and intent on POW's. Often times, the main effect could be completely benign and have a beneficial intent. But what if the research gets out of hand, the experiment gets out of hand, or there is an unseen consequence? The results could be disastrous

ULTIMATE SOLDIER PROGRAM

Troops exist in an army for two purposes and two purposes alone: kill people and break things. To a military mind, anything that can enhance a troop's capacity to do those two things is a good weapon. Anything that can enhance a troop's ability to survive those things is also extremely beneficial. Many different

media have tackled this solution in what can broadly be called an Ultimate Soldier Program. Troops in this program are enhanced, making them stronger, faster, tougher, and very nearly immortal. While no drug or combination of drugs is known to do this in real-life, the draw to this in the fantasy world has splashed across movie screens, comic books, and video games for decades.

Along with these beneficial effects, there is a possible nefarious side effect of a cursed immortality; a zombie troop is forever doomed to carry out their service to their country, or an eternity of attacking it. Even this could be a desired effect; release a throng of Ultimate Soldiers Zombies into the enemy's midst, watch them devour the enemy, and destroy the zombies after they've done their jobs. The Ultimate Soldier becomes the ultimate weapon.

TRENCH FOOT

Combat in the real world takes place in some of the most inhospitable, worthless land that is on the planet. Jungles that will forever be jungles, deserts, barren wastelands that have been shelled beyond repair; all of these terrains have one thing in common, and that is bacteria. Commonly called Trench Foot, this effect is caused by bacteria that breed in warm, moist places that are devoid of light, namely the boots of the combating troops.

In a fantasy-based game, there could be healers who take care of this sort of thing, and even in massive, epic battles, one rarely sees the conditions that allow Trench Foot to take hold. However, in a world where mechanics of physics are boiled down to statistics and dice rolling, why not a magical or supernatural form of Trench Foot that becomes not only all-consuming, but actually causes the poor victims to turn into zombies? In such a situation, zombies with any sort of skill use could be catastrophic to any humans around them. Zombies armed with guns, with survival skills for their environment, and that are able to hide and move with little or no detection by their former comrades are something out of horror stories for the doomed uninfected.

MAD SCIENCE

In media that deals with crazy scientists, glowing elixirs, and dead girlfriends, mad science created zombies are usually the result. These zombies do not generally create more zombies through bite, scratch, or attack, but they often lash out from confusion, hunger, or blind rage. Zombies created in this manner are usually at least semi-intelligent and can communicate with those around them either in primitive methods or more articulate speech as they possessed in life.

No matter how the creature responds to being reanimated, it seems to be the case that the only way to permanently kill the creature is included in the mad scientist's research or by listening to her crazed ramblings before the monster manages to choke the life out of its creator.

If a true disease is created by mad science, instead of a serum that simply raises the dead, then the effects could be catastrophic. In these cases the only real cure seems to be cleansing by fire, and even then, there always seems to be at least one creature that survives. This invariably leaves the media open for a sequel, and in the case of a role-playing game, it leaves the situation wide open for future adventures, whether the players and characters are ready for it becomes irrelevant. When considering genre, Mad Science is often the root cause in settings and scenarios that are geared more for comedy. Of course, comedy lends itself toward any genre, but Mad Science can generally incorporate it most readily.

OTHER

These are but an example of the methods and mayhem of creating zombies. They are broad categories, however, and they could be easily adapted to fit into virtually any campaign. Magic can replace technology or science, extraterrestrial could be strangers from a far away land, and mad science can be replaced by alchemy or era-specific research.

However zombies are introduced to your campaign world, the undeniable fact is that they are there to stay and in a zombie infestation, the party's chances of survival are bleak.

CHAPTER 2: ZOMBIFICATION

Zombification is the process by which one becomes a Zombie. How this process physically affects characters depends on the setting and origin of the Zombies. The players may never find out how the Zombacalypse began, especially if they are plunged directly into the center of an undead plague. However, the odds are substantial that the characters won't care or need to know. For the simple sake of maintaining atmosphere, it might even be prudent to not tell the players how it happened; there might not be any way for them to know.

What they will find out though, is how the infestation is transmitted, and how zombies create more zombies. This might take them a little while to figure out, but eventually they will. If this is to be a specific plot point, it might be helpful to let the characters sort out what they know and keep player knowledge out of the situation. One easy way to do this is to modify the zombie type from what the players might be familiar with to something faster, harder to kill, smarter, or any of the other zombie properties that are discussed below.

TRANSMISSION

When someone is exposed to the undead, there is a chance of transmission of the infestation to the characters. That could come from physical contact, being attacked, being bitten, or simply being in the same area as the zombie. The four common types of transmission are listed below. For something more exotic, some imagination may be required on the part of the GM.

BLOOD

Transmission through blood is one of the most common ways the infestation is spread. To augment this chance, zombies always seem to spray blood when contacted by a cutting weapon, when hit hard enough with a bludgeoning weapon, or when shot. This spray is the primary method by which the disease is carried in the case of transmission by blood.

The spray may need to hit specific areas or open wounds. Areas to hit would include the mucus membranes in the eyes and nose, the mouth, and even the ears. The uptake of the disease in this manner is extremely effective, and it is readily absorbed by the blood stream of the victim.

SALIVA

This is the classic mode of transmission when creating a Zombie horde. One bite from the walking dead turns the victim into a walking infestation themselves and it is simply a matter of time before

AIR

Only the most communicable of diseases are spread this way. Influenza, the common cold, and a few others that are less than lethal fall into the common occurrences of this category. When the infestation evolves to spread via the air, special environmental equipment must be used to prevent exposure to them. In order to hunt zombies, hazardous material suits would have to be worn, and they would have to be worn under armor or some other tougher form of protection to ensure that the suit is not breached.

TIME

There are two different time scales to worry about when dealing with zombies. How long it takes to kill the victim and how long it takes them to turn. In the media, this time seems to fluctuate in manners that have nothing to do with force of will or strength of body. More often than not, lesser characters experience a much shorter period where their body is ravaged by the infestation and then they are put down rather quickly. However, the time it takes for the reanimation process to affect their body seems to be equal on all fronts, from the heroes to the lowliest of extras and bystanders.

INCUBATION PERIOD

The incubation period is the amount of time it takes to have the zombification effect fully take over the victim. During this time a cure may be applicable, if one is known, and the person may act more or less normally as their body dies and then they become a zombie. If the transmission of the infestation kills the character, then the incubation period is reduced to zero and the character begins the turning process. When the incubation period and animation time has been met, the zombification fully manifests itself and the freshly deceased rises up.

RESISTING ZOMBIFICATION

Fighting off the effects of zombification is extremely difficult. Becoming afflicted is ex-

she turns into a Zombie as well. Of course, since Zombies also have the tendency to be absolute carnivores, they have a problem with eating their victims before they transform, or they leave a horribly mangled corpse behind them, usually missing an arm or leg, or the occasional head. Depending on the voracity of the feeding, there may not be a body left with enough of itself intact to become a Zombie.

CONTACT

Sometimes the agent transmitted is so volatile that even touching the zombie will corrupt the victim. Usually people have signs during the incubation period that allow them to prevent the infestation from spreading further, but they might not always be perceived in time. This type of transmission is rare, but not unheard of. Physical damage done by a zombie on another creature usually means that the victim will inevitably turn into a zombie. Biting, scratching, touching, even the human attacking the zombie are all forms of contact, and thus even attacking an undead can risk spreading the zombie infestation.

tremely traumatic to the body, and unless a cure can be rendered before the character dies, then the character will become a zombie. Sometimes the effects can be overcome with a significantly tough character.

RESISTING EXPOSURE

Some characters seem to have an innate resistance to the infestation process. During an exposure incident that would cause a character to turn into a zombie, the character is allowed to make a Vigor check with a -4 penalty. Failure indicates that zombification will proceed as normal for the type of zombie encountered. Rolling snake eyes has no additional effect in this circumstance, neither do raises beyond the initial success.

RESISTING INCUBATION

Once a character has been exposed and the infestation has taken root, characters can resist how fast the incubation period takes to ravage their bodies. At the beginning of each incubation period, the character is allowed a Vigor check with a -2 penalty. As with resisting exposure, a failure or snake eyes means the infesta-

tion proceeds as normal. A success means that the character gains an additional incubation period of time before their bodies succumb to turning and the character dies.

At the beginning of each subsequent incubation period (if any), the character gains another Vigor check to stave off death from the infestation, but each roll is made with a cumulative -1 penalty. Just as with any incubation period, no matter what the character's Vigor rolls have been, if the character dies, the incubation period ends and the reanimation clock starts to tick.

RECENTLY TURNED

Once a character turns into a zombie, the new zombie instantly gains the zombie qualities found in the next few pages. These qualities are normally identical to those of the parent zombie, but in some settings, they could either diminish or become greater from zombie generation to zombie generation. How the zombie acts upon reawakening as an undead depends largely on its intelligence, its speed, its focus, its aggressiveness, and its social organization.

ZOMBIE QUALITIES

The proceeding list of qualities is needed to improve zombies from the Savage Worlds Core Book. The qualities are taken from universal sources, however, and they could be used to create a zombie for any role-playing system.

CHARISMA AND SPIRIT

Usually the appearance of the person and of the initial point of contact degrades quickly, giving a visual clue as to the health of the character. As their condition nears their mortality, they may grow pale, or a sickly color of green or gray. They may have tell-tale signs of blood poisoning (i.e. black tracers along their blood veins), they may have coughing fits that end in hacking up blood, and they may start sweating profusely as the infestation corrupts their body.

After they turn, the zombie will look much like it did at the end of the character's life. If the incubation period was long, they may look like they simply fell asleep and then snapped back awake. As the zombie ages, it retains all

scars and damage from combat or incidental sources (falling, other zombies trampling it, etc.). Eventually the zombie will begin to desiccate and will take on a leathery appearance, almost like that of a mummy. They will not fall apart, however, unless they take significant damage and do so via unnatural means.

CHARISMA ATTRIBUTE

The walking dead effectively have a Charisma of what the character had while it was still alive. Most zombies in most settings are considered a walking plague, so even if the zombie had a Charisma of 4, the characters would still see a rotting piece of walking meat. That having been said, damage done to the zombie will reflect its Charisma attribute. The appearance of a zombie is up to the GM, but ultimately most zombies will have an Charisma of 0.

SPIRIT ATTRIBUTE

Another attribute in addition to Charisma that the mobile deceased have little use for is Spirit. Zombies are simply rotting pieces of meat, and Spirit is no longer an applicable attribute for the undead because they don't have a mind to affect in a normal sense. Any ability or effect that causes the creature to make a skill roll involving Spirit, or even a straight Spirit roll, is ignored by the zombie. The zombie must still make a Spirit roll to remove a condition of shaken.

Intelligent zombies that are trying to not eat their companions may make use of Spirit checks. This is discussed at the end of this chapter in the Care and Feeding section. The rules found there may be modified in order to make it harder or easier to resist feeding.

INTELLIGENCE

Intelligence in this case is directly related to the Smarts attribute. It is the ability to solve problems, use tools, open doors, and use either deductive or inductive logic. Intelligence is also a measure of the skills that the zombie has retained from its former life. It also affects how a zombie uses any skills its body and mind used to possess, not just those with Smarts as a linked attribute. An undead with an Intelligence of None or Semi will not have the conscious or unconscious thought to dodge and incoming attack, and cannot use defensive actions.

ZOMBIE INTELLIGENCE		
INTELLIGENCE	SMARTS	HORROR MODIFIER
NONE	D4 - 2 (Z)	0
SEMI	D4 (Z)	0
MODERATELY	SPECIAL (A)	1
HIGHLY	SPECIAL	1

NONE

A Zombie with no intelligence is a walking piece of meat. Hungry meat, but it has no cognitive ability. It knows that it needs to eat to live and that it lives to eat, but beyond that, it has no problem solving ability and can be easily avoided through tricks, traps, and distraction. It is marked with a (Z) behind its Smarts indicating Zombie intelligence.

SEMI

A Semi-Intelligent zombie has some skill retention. Its Smarts attribute is d4 and all of the skills the character possessed while alive are treated as if they are at d4 - 2. A semi-intelligent zombie may use Edges that they had in life per the GM's discretion. Untrained skills cannot be consciously used by a semi-intelligent zombie. Semi-intelligent zombies are noted as having an (Z) behind its Smarts for having Zombie intelligence.

MODERATELY

The zombie retains the Smarts attribute value that it had in life, but all skills are reduced by a die type to a minimum of a d4. Zombies that are moderately intelligent can use untrained skills at the GM's choice. Similarly, Edges and Hindrances may also be retained. Given all that, moderately intelligent zombies still have an animal-like intellect and should have an (A) behind their Smarts.

HIGHLY

The zombie retains all of its skill values and its Smarts attribute value that it had in life. The zombie is capable of advanced problem solving, and thinks like a predator; its prey is humans. This is not to say that the zombie becomes smarter than it was. A character with a Smarts of a d4 that becomes a zombie is still a zombie with a Smarts of d4. However, a character with an Smarts attribute of d12 that becomes a Highly Intelligent zombie, is a zombie with an Smarts of d12.

A Highly Intelligent zombie does not suffer a die type reduction in any skill and can use any skills found in the setting. They do not suffer penalties from either Animal or Zombie intelligence and they may use all Edges and Hindrances they had in life.

COORDINATION

How zombies move can greatly affect their ferocity and their threat level. Many of the zombies in horror movies that are portrayed as Shamblers have no coordination; they attack, but people can get away from them on a one-on-one basis or even from small groups of them. Mechanically, the Coordination of the rotting dead affects its Agility attribute.

ZOMBIE COORDINATION		
COORDINATION	AGILITY	HORROR MODIFIER
NONE	D4	0
SEMI	D6 AT MOST	0
AGILE	D8 AT LEAST	1
WIRED	D10 AT LEAST	1

NONE

Zombies with no coordination have a d4 in their Agility attribute. They have almost nothing in hand eye coordination and Fighting check that they try to make is treated as if it was at d4 -2 regardless of what the zombie's Intelligence is.

SEMI

Zombified creatures that are Semi-Coordinated are reduced to an attribute value of d6 in Agility, or they retain what the attribute was in life, depending on which is lower.

AGILE

Zombies that have Agile Coordination have an Agility attribute of d8 or whatever it was before they were transformed into a zombie if that value was higher.

WIRED

Zombies that are Wired have gained a sense of agility and balance that borders on extraordinary. Their Agility attribute is increased to d10, or retains the value they had in life, whichever is greater. Rots that have Wired Coordination gain an additional +1 to their Parry.

ZOMBIE STRENGTH		
STRENGTH	STRENGTH	HORROR MODIFIER
WEAK	D4	0
MODERATE	D6	0
EXTREME	AT LEAST D8	1
INCREDIBLE	AT LEAST D10	1

STRENGTH

Strength affects the zombies' Strength Attribute. These changes determine whether zombies are ineffectual unless attacking en masse or whether a single zombie can rip a character limb from limb. Strength scores override the Strength attribute of the turned character or creature unless otherwise noted.

WEAK

Turned creatures and characters that are weak have severely diminished strength. Zombies of this strength have a Strength attribute of d4. Attempts to attack or try to move over a barrier are often futile. However, in large groups they can still drag down the unwary.

MODERATE

Zombies that have Moderate Strength have a Strength attribute of d6. These zombies with the same Strength attribute as an average Human are not to be taken lightly, but again they can be dealt with easily on a one-to-one basis.

EXTREME

Upon zombification, the victim actually gains strength. This reflects in the character's Strength attribute and the undead gains a die type. No matter what the character's strength was, a zombie with Extreme strength will be at least a d8. If the character's strength goes up over d12 with this increase, then they move up to a d12 + 1

INCREDIBLE

The zombie gains a great boost to their Strength attribute with this level of strength. The undead gains an additional two die types in its Strength attribute. No matter what the character's Strength was before zombification, it will be at least d10 if the zombie has Incredible Strength. Each increase in Strength over a d12 will add a +1 to the zombie's Strength.

SPEED

Speed is the general condition of the zombies' reflexes and walking speed. Historically, zombies have had an exceptionally slow shamble in movies, but the media has given them some more horrific speed recently. Modern media, particularly movies, don't seem particularly interested in rigor mortis or how fast a zombie could move without tearing itself apart. The writers and producers of today focus on the horror of incredibly fast undead and its effects.

ZOMBIE SPEED		
SPEED	PACE AND RUNNING DIE	HORROR MODIFIER
SHUFFLER	3 / NONE	0
SHAMBLER	5 / D4	0
RUNNER	6 / D6	0
SPRINTER	10 / D8	1

SHUFFLER

Shufflers are slow even for zombies. They have a Pace of 3 and cannot run or speed up short of falling down a hill or out of a window. Because they move so slowly, they receive a -2 penalty to their Parry as well. Shufflers always go last in initiative and they do not draw initiative.

SHAMBLER

Shamblers are the stereotypical movie zombies. These creatures can move slightly faster than Shufflers, and as such, they have a Pace of 5. Like Shufflers, Shamblers are easier to hit in combat than a normal target and they receive a -1 to their Parry. They can hustle when chasing food, and they have a d4 running die. Shamblers draw initiative as normal, but they discard any card of 10 and over and continue to draw until they have a 9 or less. If they draw a Joker, the Joker is not discarded and the zombie uses the card as normal.

RUNNER

Runners are more fluid in their movements than either Shamblers or Shufflers, but they still have a jerky quality to their movements. They are fast, however, and do not have a penalty to their Pace. Runners also do not receive a penalty to their Parry like the slower zombies. Runners receive a d6 running die if they need to go even faster. Runners draw initiative as normal.

SPRINTER

Zombies that are classified as Sprinters are some of the most dangerous to encounter. They are supernaturally fast, even above and beyond their already elevated Pace. Sprinters receive a +1 bonus to their Parry because of this speed. They have a Pace of 10 and a running die of a d8. This supernatural boost makes them able to easily run down even the best of world class athletes and turns a simple zombie into a horrific challenge. Sprinters draw initiative as normal but if the result is a 5 or less, they discard until they have a 6 or more.

TOUGHNESS

Toughness in pure game mechanics relates to the ability to take physical damage and ignore physical trauma. The undead care about little about either one. They are immune to poisons, the effects of alcohol, and nearly robotic when it comes to getting injured and the assessment of that damage; if they're even smart enough to do that. Movie zombies seem to come in two breeds: those which can be destroyed with a boat oar and those that need high explosives to properly deal with. The breakdowns below give what is needed to properly introduce these paradigms into your game.

ZOMBIE WOUNDS

Most zombies do not have the same luxury of living creatures and characters in the way of wound levels. Once a zombie receives a wound in an area that it's vulnerable, the zombie is permanently dead. Any walking dead that is made permanently dead cannot be re-risen through any means. However, they are still a source of infestation and proper precautions should always be taken to avoid further exposure.

WILDCARD ZOMBIES

Particularly important zombies may be Wild Cards. As such, they can take their normal allotment of wounds (usually 3). They are still subject to the rules for Toughness as listed below.

ZOMBIE TOUGHNESS		
TOUGHNESS	VIGOR	HORROR MODIFIER
WEAK	D4	-1
DIMINISHED	D6	0
NORMAL	AT LEAST D6	0
HARDENED	AT LEAST D8	1

WEAK

Zombies that have the toughness rating of Weak are very easy to destroy. They have a Vigor of d4, regardless of what the parent creature's Vigor was before it became an undead.

DIMINISHED

The status of Diminished means that the zombie has a Vigor of d6. These zombies are still easy to exterminate, but slightly tougher than the Weak zombies.

NORMAL

Zombies of Normal Toughness have a Vigor of whatever the character had while still alive. These zombies can be as hard or harder to put down than a typical non-zombie character. If the character had a d4 Vigor in life, it will increase do a d6.

HARDENED

Hardened zombies gain a die type in their Vigor, or it increases to a d8, which ever is greater. These undead can put up with quite a bit of punishment before they go down. Needless to say, having any combination of traits in conjunction with the Hardened level of Toughness makes a formidable opponent.

VULNERABILITY

The ease of damaging a zombie comes in two distinct categories. Vulnerability is the first of these, and it pertains directly to how easy it is to actually hurt the zombie. Typical zombies are able to be harmed only by destroying the brain or removing the head. However, for cinematic elements (and maybe in the spirit of giving the characters a break) there are four categories of Vulnerability listed below.

ALTERNATE DAMAGE SOURCES

In Chapter 5 of the Savage Worlds Core Book, a barrage of alternate damage sources such as cold, fire, and acids or bases are listed. Those types of damage will harm a zombie of any vulnerability, though they may not necessarily take damage from it. A zombie with the Vulnerability rating of Tank is not going to get hurt by lighting its pants on fire, though an improvised explosion hitting it square in the face stands a good chance of killing it. Other damage sources that creative players may find access to in limited quantities might include liquid nitrogen, fast acting desiccants, or even more creative methods.

It is important to remember that zombies can only be injured in areas specifically designated by their Vulnerability type, but they can still be physically affected by damage to other locations of their body. A zombie of Typical Vulnerability can have its legs chopped off, take no damage, but it would be hobbled significantly. Removal of any body part or the head follows the rules presented in the Called Shots and Critical hits section of the Savage Worlds Core Book. Remember that undead do not take additional damage from critical hits.

ZOMBIE VULNERABILITY		
VULNERABILITY	DAMAGE LOCATION	HORROR MODIFIER
EXTREMELY	ANYWHERE	-2
SELECTIVE	CHEST OR HEAD	-1
TYPICAL	HEAD	0
TANK	DESTROY HEAD	1

EXTREMELY

These zombies can be injured anywhere. A hit on the zombie scores damage, which may be reduced by armor that the zombie is wearing or has by virtue of their Armor quality.

SELECTIVE

A zombie with selective vulnerability can only be injured by taking damage in the chest or head. All other damage is ignored completely by the zombie, but as mentioned above, may still affect it in other ways, i.e. chopping off its legs.

TYPICAL

Typical zombies can be injured only by taking damage to their head. All other damage to any other part of their body is ignored.

TANK

In order to kill an undead with Tank Vulnerability, its head has to be removed from its body or destroyed. Edged weapons such as axes and swords do a beautiful job of this, and some firearms do as well; particularly shotguns and specialty ammunition for large caliber handguns and rifles.

ARMOR

Sometimes, it seems to take a lot of lead and a fair amount of abuse in order to take a zombie down, while other times, it can be done with a garden spade and a cricket bat. Armor works independently of Vulnerability and Toughness, though it factors in heavily as the second inhibitor of causing damage to a zombie. Toughness simply affects the damage the creature takes, while Armor keeps the creature up and eating. These armor values are a form of natural armor. It immediately reduces damage from the attack's total damage, just as armor such as Kevlar vests. However, it does not impede the zombie in any way, and it may also be used in conjunction with other forms of armor.

NONE

Most movie zombies have no armor. They take their hits and fall down, giving the heroes hope and a chance to celebrate. Zombies with no armor have no innate way of resisting damage.

SLIGHT

Zombies with Slight armor have an innate armor value of 2 vs. all incoming attacks. Unless they have a high Toughness, they usually go down without much of a fuss.

HEAVY

Zombies with Heavy armor have a natural armor value of 4 vs. all incoming attacks. These zombies are able to be killed safely with creative measures and the proper application of high explosives, but little else other than some reliable ordinance.

ZOMBIE ARMOR		
ARMOR	ARMOR AMOUNT	HORROR MODIFIER
NONE	0	0
SLIGHT	2	1
HEAVY	4	1
COLOSSAL	6	2

COLOSSAL

Colossally armored zombies are heavily fortified against damage. They have an armor value of 6 against all forms of attacks.

FOCUS

Some zombies are more aware of their surrounding and alert than others. This is reflected in the Focus quality. Focus is not simply a measure of their ability to stay locked on a target and notice threats, but it is also its ability to locate that which it craves the most; warm human flesh and brains.

Regardless of the walking dead's Focus, they must still obey the rules set forth under Intelligence for purposes of skill use. The one exception to this is the Notice skill.

ZOMBIE NOTICE

When searching for food, the Focus of a zombie can directly influence the Notice skill of the

undead, and this influence is independent of modifiers from the zombie's Intelligence. This seems to be a summation of the zombie's total awareness, taking clues from all five sense. Zombies do not seem to be slowed down in their hunts by blinding or deafening them. The exact sensory mechanism is unknown, but they seem to gravitate toward their favorite meal. The higher the focus of the creatures, the easier it is for them to hunt.

ZOMBIE FOCUS		
FOCUS	NOTICE / TRACKING	HORROR MODIFIER
LITTLE	D4 / 0	0
SOME	D6 / D4	0
NORMAL	D8 / D6	0
SUPERNATURAL	D10 / D8	1

LITTLE

These zombies are easily distracted and fooled. It takes little to draw their attention away from food, and they are so slow witted that they may even be fooled into thinking that non-zombies among them are actually the walking dead, and as such, are probably ignored. Zombies with Little focus have one die in Notice, rolling d4 when required to. Walking dead with Little Focus have only their instincts to guide them to food that is not immediately in front of them.

SOME

Zombies with Some Focus have a Notice of d6. They are still distracted easily, but they can stay focused and locked on a specific target, but they usually go for opportunity over risk. When it comes to tracking down fresh meat, undead with Some Focus have a d4 in Tracking in order to do so. They can readily determine the difference between a zombie and a living creature in front of them but may be fooled by particularly crafty characters if they are not in a line of sight.

NORMAL

Normal focus indicates that the zombie is aware of its surroundings. If it is also in possession of intelligence, it becomes a serious threat in short order. Zombies of this type have a Notice of d8. On a successful Tracking check the walking dead can identify the difference between a Human and a zombie by sight, sound, or smell, and at a range of up to one mile. Undead with Some Focus have a Tracking skill of d6

SUPERNATURAL

In some scenarios, the undead seem to have a surreal ability to comprehend what goes on around them. They seemingly know where the food is, where traps are, and even how to sneak up on their prey. Zombies with Supernatural focus are the embodiment of this. These zombies have a Notice of d10, and are able to roll a d8 to track down fresh meat that is within 2 miles. Rots with this level of Focus seem to intuitively know where food is and will try anything they are capable of to get to it.

AGGRESSIVENESS

Zombies vary in their aggressiveness from one story and form of media to another. In some they are intent on getting to their prey, though they may not have the ability or intellect to do so. In others they are so callous and seemingly forgetful that they appear to have an out of sight, out of mind thought process; if there's any thought process involved at all.

APATHETIC

Apathy in zombies generally leads to starving zombies. If something gets its attention and then dips back out of sight, it is forgotten. They will only track what they can see and will wait until something else grabs its attention before moving somewhere else.

ALERT

Zombies that are alert have knowledge of their food and they don't forget where it is at. If their prey dips out of sight, they will simply wait for it to come back, but might not actively hunt it in the mean time.

INTENT

Zombies that are intently aggressive will pursue their quarry until they can find a way to get it. Intelligent zombies that are Intently Aggressive make significant challenges to overcome.

ZOMBIE AGGRESSIVENESS		
AGRESSION	AGRESSIVE TENDENCIES	HORROR MODIFIER
APATHETIC	NONE	-1
ALERT	PATIENT	0
INTENT	PROACTIVE	1
RABID	PSYCHOTIC	2

RABID

These zombies are killing machines. They try everything in their power to find ways in to strongholds, whether it is a conscious effort or not. They pursue their food without question, trying to climb through stockades, through hails of bullets, and even breaking down doors and smashing through windows if they catch the scent of their game. They are also opportunists, not passing up an easier meal instead of chasing down a more difficult one.

SOCIAL ORGANIZATION

It might seem odd to think of zombies as social creatures, but even their rotting gelatinous brains recognize the need for conservation, acquisition, and competition for resources (food). The groups below represent expressly how zombies seem to cluster together (if at all) and how they handle close proximity to other zombies.

This quality has little to do with the Intelligence or Awareness of the creatures. Instead it is simply a functioning of the zombie mind and how it perceives competition. In most zombie movies, they attain the status of large crowds, but in some they are extremely solitary and go as far as eating other zombies they find in their vicinity.

SAVAGELY SOLITARY

Zombies which are Savagely Solitary will attack anything they find. They still prefer warm, wet flesh to that of zombies, but they will eat and kill other zombies if at all possible, just to keep them out of their hunting grounds. While it might

ZOMBIE SOCIAL ORGANIZATION		
SOCIAL GROUP	GROUP SIZE	HORROR MODIFIER
SOLITARY	1	-1
LARGE GROUPS	AT LEAST 20	0
SMALL GROUPS	5 TO 20	0
ORGANIZED	AT LEAST 5	1

seem that these undead should have a higher horror factor, they do grant some reprieve in the fact that they will target whatever is closest, not necessarily what is freshest.

LARGE CROWDS

Zombies of this level of social organization will mull about in large groups. They have no problem with being in the area of other zombies, and these are the typical zombies found in a majority of the media that portrays them. They have a typical herd mentality, and if one makes noise when noticing something new, it doesn't take long before the whole crowd is aware of it.

SMALL GROUPS

Sometimes zombies will split into smaller groups and within those smaller groups they may have a sort of pecking order. These groups might be as large as twenty or as small as five, but they seem to form these groups as a survival tactic; they utilize strength in numbers, but they do not have numbers so large that it becomes easy to pick them off.

HIGHLY ORGANIZED

Zombies that are highly organized have a unique pecking order, and that order remains until it must be reshuffled due to losses or gains in their ranks. Highly organized zombies generally have a leader, even in the most dim-witted of zombie packs. This leader is protected and seems to have some way of communicating to the other zombies; not only that, but they follow this leader instead of blindly roaming like lemmings to the sea.

INCUBATION TIME

How long it takes the disease to do its work and the evasiveness of the zombification process also has a great deal of swing through the me-

dia. Sometimes characters die and turn almost immediately, others seem to live normal lives (albeit with an unclosing wound) until they die. The corresponding quality of that period of time is the Incubation Time.

INCUBATION TIME		
INCUBATION	TIME UNTIL DEATH	HORROR MODIFIER
INDEFINATE	NATURAL	-1
LONG	2D10 DAYS	0
DEBILITATING	2D8 HOURS	1
INSTANT	2D6 X 10 SECONDS	2

INDEFINITE

A victim of a zombie attack with an Indefinite incubation period will become a zombie someday. The victim's infecting wounds may even heal, but generally the character has wounds that constantly seep and will never completely heal, giving the only sign that they are infected. Blood tests specifically designed to check for the atrophy and reanimation effects of zombification could be developed in settings with advanced medicine, but odds are, the resulting zombification will go undetected until it is too late. Way too late.

LONG

A Long incubation period is indicative of it only being a matter of time before zombification becomes complete. This type of incubation period might come with a slow weakening, a reduction of the character's attributes, or some other clear sign that the character is dying. However, the character can still be useful to the group that she belongs to, and may be used right up until the end.

DEBILITATING

Death comes quickly for those with a Debilitating incubation period on a zombie attack. The character grows weak and dies within hours of the attack, consuming resources, instilling fear and hope in the surrounding characters, or maybe just taking a bullet to end it all before it becomes way, way too late.

INSTANT

Death strikes swiftly. The attack of the zombie is so toxic to the character it affects that death is instantaneous, killing the character as fast as any manufactured neural toxin we have in today's modern world. Characters that try to resist the effects of infection as detailed at the beginning of this chapter, but they gain only a few seconds more of life; just long enough to end themselves before turning into what they hunt.

ZOMBIFICATION

During the whole of the process of discussing the zombification of a character or creature, most of the talk has focused on what type of zombie already exists, but what of those that are turned? Are the newer zombies better, faster, and smarter, or are they like copies of copies, getting slower, more dim-witted, and sub-par compared to their zombie ancestors? There is a chance that each time a zombie creates another zombie that the new zombie will be lesser than, equal to, or greater than the primary zombie.

Whatever the result is, a zombie's zombification remains at the same level, no matter how many new zombies it creates. Those new zombies are always at the same levels in their zombie attributes as each other zombie in the second generation. The third generation will all be identical, no matter which of the second generation zombies create them, and so on.

INFERIOR

These zombies are one category lower than their parent zombie in every aspect of their attributes. The only thing that does not change in Inferior zombies is their Incubation Time and Reanimation Time. Even their Inferior zombification is passed on. In this manner of zombie plague, each generation of zombie is worse off than the ones before them, until all of their zombie qualities are at the lowest rank possible.

DIMINISHED

Half of the zombie traits are lower than their parent zombie's traits. These half may not necessarily be the same each time, making each

ZOMBIFICATION		
ZOMBIE SPAWN	QUALITY ADJUSTMENTS	HORROR MODIFIER
INFERIOR	ALL DOWN 1 LEVEL	-1
DIMINISHED	HALF DOWN 1 LEVEL	0
IDENTICAL	SAME AS PARENT	0
SUPERIOR	HALF UP 1 LEVEL	1

generation of zombie slightly inferior to the generation previously, but the digression to the lowest possible rank is much slower than that of Inferior zombies. The attributes affected are left up to the GM, but Incubation Time and Reanimation Time will never be affected.

IDENTICAL

None of the zombie's traits change when creating a new generation of zombie. Each new zombie created is identical to the zombie that created it.

SUPERIOR

A zombie with Superior zombification creates superior zombies. Half of the zombie qualities that are passed on are given to the freshly created zombie at one level higher than the parent zombie. These traits will increase at the choosing of the GM, and within a few generations even the lowest zombies can create the highest zombies, though the process is highly tiered and may cause problems of its own within the zombie ranks.

REANIMATION TIME

This can be the most crucial of all statistics for a zombie if a character in the group of player characters has been attacked and infested. This is the amount of time it takes the zombie to rise, with all of the above attributes and abilities after the character is dead. This process overrides steps taken to keep the character alive through artificial means such as CPR and medical life support. Once dead, a process continues that cannot be stopped through medical procedures save for amputation of the head.

REANIMATION TIME		
TIME	TIME TO REANIMATION	HORROR MODIFIER
DAYS	1D4 DAYS	-1
HOURS	3D8 HOURS	0
MINUTES	3D6 X 10 MINUTES	0
SECONDS	1D4 ROUNDS	1

DAYS

The body could very well be interned before zombification take full effect. Upon that, there is a true dead-rising-from-the-grave scenario, giving us the grizzly graveyard goodness that the media has portrayed all too well on this subject.

HOURS

The process of zombification takes less than 24 hours but more than 3 hours to complete. For the first few cases of the infestation, this is highly likely to cause a great degree of confusion.

MINUTES

Zombification of the body takes place between 2 minutes and 180 minutes after death of the character. The characters have time to act appropriately in a situation like this, taking time to properly dispose of the body to prevent zombification from completing, and possibly even paying proper respects to the body with ordinance and napalm after a short, respectful service.

SECONDS

Zombification occurs between one second after death and as long as 120 seconds. Characters who are emotionally attached to the infested must keep a close eye on characters in this type of scenario right after they turn.

OTHER QUALITIES

There are more to zombies than just the 13 qualities listed in this chapter. As in the Savage Worlds Core Book, all zombies have the following abilities:

- Undead add +2 to their basic Toughness.
- Undead add +2 when attempting to recover from being Shaken.
- Undead don't suffer additional damage from called shots.
- Undead Wild Cards never suffer from wound modifiers.
- Undead do not suffer from disease or poison.

These are the base modifiers from the Savage Worlds core book for Undead. These base qualities are also modified by the zombie qualities found earlier in this chapter. Specific setting modifiers may also add or subtract from this list.

Zombies themselves also have the following qualities that are not modified by this chapter. These are also found in the Savage Worlds Core Book.

- Claws: Str + d4
- Fearless: Zombies are immune to Fear and Intimidation
- Weakness (Head): Shots to a zombie's head do an additional +2 damage

Zombacalypse zombies also have an additional attack; the most devastating attack that classic zombies have.

- Bite: Str
- Infection: Per Zombie Qualities

CREATING ZOMBIES

With the qualities selected, it is time to start compiling the statistics and advantages of the zombies that the PCs will be up against, or may even be playing. There are two additional things to consider before getting to that point and actually writing game statistics, however.

ZOMBIE TYPE

This could be any of the prepared Zombies in the back of this book or it could be a special zombie of your own making. As it has been stated, there are over 67 million combinations of zombies, multiplied by thousands of different

combinations of animals, and again by a nearly endless amount of NPC types that could potentially modify the zombie.

The type of Zombie also bridges into the next section on the creature type of the zombie. It is common throughout the media to portray zombies as only being able to zombify creatures within their species, but there is no hard and fast rule that states that must be the case. There is no reason whatsoever that a Highly Intelligent zombie wouldn't create an army of undead watchdogs, zombie bears or zombie crocodiles.

CONDITION

Condition is something that has not yet been discussed in detail. It can be a simple flavor additive, or it could be severely game impacting. If the zombie is missing limbs, or if chunks that have been rended from its body, or if it has broken bones, those things will all be reflected in the condition. Depending on the condition, the GM could feel free to raise or lower the Horror Modifier as appropriate. For undead with missing parts, the GM needs to consider how that affects locomotion, and possibly consult Chapter 5 of the Savage Worlds Core Book if needed.

QUALITIES

Zombie qualities were introduced in the first part of this chapter. The various type of zombies are created through the qualities, and all of them can be constructed via the 4 levels of the 13 different qualities give a total combination value of 67,108,864 different types of zombies that can be created. These qualities can then be applied to any number of creatures, and some can even have archetypes applied to them if the infested character retained enough intelligence. As you can see, the possibilities are nearly limitless.

Record the quality stages as well as any Horror Modifiers, and any attribute adjustments, minimums, and maximums that the zombie receives.

HORROR

Zombies are scary. It is unnatural enough to see the walking dead, but when it's Grandma Bailey wandering down the street, her leathery, distended purple-white skin hanging from her bones and gnawing on what appears to be the arm of a First grader, zombies are down right insanity inducing. For that reason, each of the qualities in this chapter has a horror modifier marked on their tables. Horror is an optional rule, and the GM could say that in all but the most exceptional situations that PCs have already become jaded against the zombie plague.

HORROR MODIFIERS

In order to determine the Horror Modifier, add up all the values from the appropriate levels on the tables above. All of the Horror Modifiers added together is the Total Horror of the Zombie. The Total Horror is the target number for the Fear Check required to pass on a Guts check in order to not temporarily lose it. The rules detailing this are in Chapter 5 of the Core Book and for the purposes of determining length of psychosis, those rules apply to this book as well.

Characters who are exposed to the undead enough will no longer need to make these checks. The character becomes Jaded, per the rules in Chapter 5 of the Core Book. If new types of zombies are encountered, new checks will have to be made at the new Horror level in order for the character to keep it together. If the zombies encountered have the same Total Horror or less, Guts checks will not need to be made as the situation is not that much more traumatic to the character than what he has already seen.

UNMENTIONED MODIFIERS

There are modifiers that are not taken into account. The age of the zombie can have a significant impact on those who see it, as can relationship to the character observing the zombie. The table below summarizes the most common of these situational modifiers, but certainly others may come up in game play. Please note that these modifiers are added to the already calculated Horror Modifier, and they may reduce or increase that modifier as appropriate.

HORROR-LIGHT

Some games may not focus on the horror of the undead, others may just assume that the party

passes because they're the heroes, and heroes don't cry in a corner while holding their knees and rocking. Horror is an optional part of the game that can be used at its suggested level above, or at a reduced rate.

GRITTY HORROR

The GM could also take the opposite bend with horror and use the Gritty Horror rules presented in other Savage Worlds books. The odds of a character going insane increase dramatically in a Gritty Horror setting, but that might be exactly what the GM is going for. Characters will be short lived in a setting such as this, but it keeps the action fresh and the story moving.

TERROR

Some zombies are just so frightening to behold, that they induce Terror checks instead of Fear checks. If the zombie's Total Horror is over 8, the Guts check is a for a Terror check, not a Fear check. Failure results in the character following the rules in the Core Book. Zombies that require Terror checks instead of Fear checks are few and far between.

ATTACKING

Zombies have two primary forms of attack; the bite and the scratch. These attacks may be capable of transmitting the zombie infestation to the victim, depending on what has been determined in the zombie qualities and even before in the beginning of the chapter. More intelligent zombies may either attack to create more zombies through infecting them or to simply eat their prey.

BITING

The classical methods of transmission require that a bite be made to zombify a victim. That is truly unfortunate for the survivors of the initial outbreak; Human beings have some of the strongest jaws on Earth. Zombies, who care little about personal harm and even less about the enamel on their teeth, bite even harder than normal. For that reason, a successful bite from a zombie causes Strength damage.

SCRATCHING

Scratching is the second most popular method of transmission and zombies take almost the same care with their fingernails as they do their

teeth. The result is some sharp, almost talon-like, fingernails that dig readily into flesh of any kind. However, a scratch is just a scratch, at least before someone starts to turn to a zombie, and a scratch will deal the zombie's Strength + d4. This cannot be reinforced in any way.

OTHER ATTACKS

Only the top two levels of intelligent zombies are capable of using weapons, and only those of the top level are truly good at it. However, it is possible that zombies might pick up a fence post, a car bumper, or even a severed limb and use it to bludgeon a character to submission before digging in for the feast. Such items could be covered in the improvised weapons section in the next chapter, or they may have to be made up on the fly.

GEAR

It is probable that the zombie has gear on it. This could be items that the zombie has collected if it is smart enough to do so, or they could be things that the zombie could have had on them when they were turned. Whichever the case may be, if the zombie does have gear on it, this is the place to put it, even if the creature isn't smart enough to use it.

BEHIND THE CURTAIN

There are two ways to run a Zombacalypse scenario; up front and honest, letting the dice sort out the details, and through good role-playing. The sheer scope of a zombie game could justify even a dice-less session, or it could make the pendulum swing the other way, and every shot could count, as well as every last scrap of food. In a game where the curtain is dropped, the GM's dice rolls become transparent to the players and the GM rolls them in the open.

GOOD ROLE PLAYING

Zombies are not normal for most characters. Sometimes a player may intentionally have her character go temporarily insane due to what's going on around them. If this is the case, they are not required to make Fear checks (but might have to make Terror checks), but the character obviously has problems with what is happening around them. The character may have a total mental break, become manic depressive, or even highly suicidal under the guise of becom-

ing a hero. All of this comes out independently of dice rolling, and good role-playing in situations like this needs to be given special rewards as it usually handicaps (or kills) the characters significantly.

PLAYING THE NUMBERS

Characters launched blindly into an all-out Zombacalypse face a difficult challenge. The odds of survival are significantly stacked against them, especially when dealing with exceptional zombies; if the horror doesn't make them sloppy and kill them, the zombies sure will. For that reason, it might be necessary for the GM to give the characters a chance, or even constantly gauge the power of the party against the power of the crush of the zombie horde. There is one thing to remember, however, and it violates many of the prime rules of gaming. In a zombie apocalypse, the characters are not expected to live. In a true zombacalypse, most of the world has been zombified and the odds against the non-turned could be as great as 1,000,000 to 1.

BALANCE OF POWER

Simply slaughtering the characters out right is not fun for anyone. Sending a party of fresh characters up against a small clan of Shadow-stalkers will cause the game session to wrap up quickly. The challenges must appear to be overwhelming, but still possible to the characters, and for the players as well. They have to think there is a way out and a method to handle the situation, whether there is or not.

ESCALATION

As the power of the characters increase, the power of the zombies might as well. Even without raising the levels of the zombification attribute, the undead could become steadily more difficult to kill over time, or they could become smarter, faster, or generally better as time moves on. That level of escalation will have to be something the GM determines to incorporate or not incorporate as she sees fit.

ZOMBIE CHARACTERS

There comes a time when the characters may become infested and turn. At that point there are two options: the GM runs the character as a non-player character, or the player continues to run the character, albeit from the other side of

the table. Most games take the first option. The character is retired and summarily slain by the party as they watch in horror as their trusted companion turns into a zombie, rises, and tries to feed on them. However, with the original player using his "new" character to act as the zombie should, it takes a little of the pressure off the GM and it allows the player to have a little more fun before rolling up a back-up character.

ZOMBIES AS HEROES

Zombies are (or used to be) people, too. Intelligent zombies may still have goals, ambitions, and dreams, aside from eating other characters. It is possible that the dark, undead characters may wish to still be an active member of society, at least from the shadows. Maybe the character has been a zombie for as long as it can remember, or maybe it was infested and turned. However the circumstances carried the character to their current situation may be entirely irrelevant. All that matters is that the character was once human and has since turned into a zombie, keeping their humanitarian streak even into undeath.

ZOMBIES AS VILLAINS

Just as zombies can be heroes, they can also be used as villains. These must also be intelligent zombies, just as the hero zombies above. Villains with little fear of death can take years to fully unveil their plans, letting the players' characters walk into a trap that unfolds too slowly around them for them to notice. Aside from that, it is possible that these kinds of zombies have like-minded zombie followers or companions, and throngs of zombie underlings. Slogging through the seas of bodies to get to their leader could give the villainous zombie time to spring its trap. Even after the main villain has been slain the mission may not be over as they characters might have to fight their way back out to attempt to live to see another day.

ZOMBIE BYSTANDERS

Who says all zombies are evil? It could very easily be the case that zombies are simply a part of the world, existing and working beside us everyday. In a setting such as that, the characters would react very differently to the undead. If something is accepted, there is no need for Horror checks when seeing them. Some situations may still require Terror checks. Situations that would normally incur a horror check in everyday life, such as the aforementioned industrial accident, still have the same hold on people in a society where zombies exist and walk on the streets. In such a setting, the undead citizens would have rights and rules governing how they must be treated.

UNDEAD CHARACTERS

The Undead don't rest, they don't need to drink, and they are aware of their surroundings through senses and perceptions that are above and beyond the capacity of normal characters. However, they must feed on fresh, warm, dripping meat, and they never recover from their injuries. All rules listed in this book apply to zombie characters just as much as they apply to the zombies the characters are trying to kill.

RESTRICTIONS

Zombie characters may never advance nonphysical attributes. If the zombie character has a Smarts of D6, then that attribute will stay at a D6 until the character is finally put down. The zombie character may advance skills under attributes, provided that the zombie qualities say that they can. A zombie with an Intelligence rating of None may never advance skills. Zombies never heal. Some zombies are more resistant to damage than others, and some simply don't register pain. Most zombies can have their legs chopped off and they keep on coming. However, the zombie's mobility is obviously impacted. Because zombies cannot heal, that is a very long lasting effect.

CARE AND FEEDING

Again, the walking dead must feed. They need to consume as much food as a normal character does, but their food needs to be very recently killed and probably still warm inside. An intelligent zombie character may go as many days as half of their Vigor without feeding. After that, the zombie needs to start making Spirit rolls to not eat the first thing it can get its hands on. Each day that these checks are passed, there is a -1 modifier to the check to not feed on whatever they can immediately hunt down. That may spell bad news for the zombie's party members that have just become a potential snack for their undead friend.

CHAPTER 3: SURVIVAL

Surviving the impending zombie plague isn't as easy as it might sound, but at the same time, having your characters apply common sense and keep their heads down will increase their life-spans significantly. Silly as it may sound, there's a swelling of books that have been coming out in the past few years that deal with this exact topic. They're obviously written as a parody, but at the same time, most of them are extremely well written and they have been written with a serious bend that lends a certain dignity to the topic. Many of these books are worth picking up and reading, not only for the entertainment value, but for the enhancements that can be made to any zombie-genre RPG.

Considering those points, 6 topics have been specifically highlighted from a survival stand point. These topics have been taken from common sources such as Scouts, after-school programs, and even role-playing experiences, but they have been mutated to be tailored specifically to a Zombie Apocalypse and it shows the ups and downs of even trying to survive in a world being ravaged by hungry, walking dead. Additional situations may apply in various settings but not in others; these have been stripped out or boiled down to their core message: survival above all other costs.

STRENGTH IN NUMBERS

The first and possibly most obvious mantra is that there is strength in numbers. A large group of anything working in a truly cooperative fashion will get more accomplished than a smaller group or an individual. There are psychological advantages to being in a large group as well as common goal achievement; having someone dependable to watch for undead while you sleep is quite the comforting thought.

SKILL DIFFERENTIATION

Groups of characters have certain roles that need to be filled, and they can be filled a variety of ways in any number of settings. Ideally, groups would be composed of a perfect blend of individuals that fill all roles, but groups of characters usually don't happen that way unless specifically designed to do so. Each group, no matter how large, seems to need the following people: a medic, a tech, a leader, a weapons junkie, and a psychologist. These four types form a core that becomes the basis of planning, tactics, and the survival (or ultimate disintegration) of the group.

THE MEDIC

Need for adequate medical attention when medical supplies could be running very low is crucial.

Depending on the setting, potable water might be an issue, materials such as bandages or thread could be in low stock, and especially medicine of any sort, be it pain killers or even aspirin. The Medic must make due with what she's got to get everyone through what they must. In fantasy campaigns this role might also be combined with the psychologist in the form of a cleric or other priest, but in general, these two separations are necessary.

THE TECH

This character is interested in the technology of the time. In the modern era, (provided there's electricity) this would probably be computers, but it could also be cars, or even security systems. Maybe the role of the tech is being filled by a blacksmith, a gunsmith, or a carpenter. Whatever the skills of the person are could become moot in a heartbeat; but this character is always there to fix what's broken and make better what can be destroyed. They are also heavily utilized in the formation of fortresses and other armored structures or reinforced buildings or vehicles. A group without a Tech usually dies quickly unless they are very quick thinkers and are very opportunistic when it comes to acquiring new resources. However, the flip side of that coin is that the Tech will also consume more resources than anyone else in the party.

THE LEADER

When the dead begin to walk, peoples' will minds break. Recognizable authority figures are what people need on a primeval level; whether to follow them, assist them, or even oppose them. The purest form of government is rule by right, so which ever character can prove to be strongest, the most non-reactionary, the most focused, or simply the bad-ass of the group is probably going to be the leader. Rule by fear and intimidation only goes so far, and in a world that has blurred lines of reality, blurring the lines of ethics is just a little easier, and sometimes things such as murder become just a little easier. That goes for both ways, however. Historically, the best way to stop an usurping

is to kill the usurpers. The Leader has to be able to make decisions that are in the best interest of the group as well as himself in order to survive.

THE WEAPONS JUNKIE

In a world where everything is out to eat you, you'd better be prepared to defend yourself. The weapons junkie is the perfect defense, as well as the perfect offense, for the advancing hordes. These people are usually armed to the teeth with traditional weapons, but when it comes down to it, they don't mind picking up whatever is at hand to deal with zombies. Whether they're armed with garden tools, baseball bats, bar stools, or even text books, these characters find a way for the rest of their group and themselves to always be armed and stay just a step ahead of the zombies.

THE PSYCHOLOGIST

This core member could also be termed the Talker or Advisor. This character is generally silver tongued and may or may not have ambitions above his own personal survival. He has a way of making the other characters think his ideas were their ideas and that they should be followed. The Psychologist is also adept at defusing hostile situations within the group, through persuasive speech or a well-worded argument. It is exceptionally rare that the Psychologist resorts to physical violence in order to solve a problem, particularly an intra-party problem.

POOLED RESOURCES

It makes sense that more people that are in a group, the more people will come to that group with resources. That applies not only to material possessions, but to skills and simple ideas as well. There is also the aspect of getting more done in a team with a simple division of labor. After all, 10 people working to barricade a building will get it done faster than 2 people. The skills that people have might extend well beyond the 5 members listed above, too; each thing that a person can positively contribute to a group makes that group stronger. That contri-

bution in the form of skills and mental abilities will allow the group to live longer regardless of their material resources. Material resources will run out, but the only dangers to the mind are being overworked, sleep deprivation, or simply cracking under the horror of being surrounded by possibly millions of zombies.

WEAKNESS IN NUMBERS

Just as there is strength in numbers, there are weaknesses in numbers. Logistics of travel, rationing food and water, defense, and simple square-footage required for these people to hole-up in a stronghold all become important issues. It is a simple fact, the more people you have, the more resources you expend. The issues compound when trying to travel safely, especially if the zombies are organizing in large groups; getting 18 people through a sea of zombies is significantly more difficult than getting 5 people through the same sea of zombies.

PARTY CONFLICT

At some point, it will happen; the various personalities of the characters will grate on each other, a decision will be made that was not wholly agreed with, or someone's plan will cost a character her life. At that point, the road to conflict begins. Sometimes that road is short and bloody, sometimes it is long, drawn out, and vengeful. Occasionally, these inner-party tensions will not manifest as outwardly violent reactions, but it may be the case that a conflict may lead to the rest of the party not doing everything in their power to save the party member that they don't like.

The more people there are in the party, the higher the odds that there will be a party conflict at some point, but larger parties aren't the only culprits. Even small groups of strangers thrown together could have issues; even a party of two or three. Those issues can lead to some ethical dilemmas involving right of leadership, resource distribution, safe-haven admittance, and many others.

ETHICS

Ethical challenges in a zombie apocalypse are great in number. They will each be taken on individually below, but they have one overarching thought, and that is called Life-boat

ethics. Your characters have a limited amount of resources, and they are in a proverbial sea. Each person they pickup to help strains their resources, their abilities, adds confusion to decision-making, and worst of all, they can also stand a chance of swamping the boat, so to speak. That doesn't even begin to broach the subject of whether or not someone may be infested and will turn into a zombie. Ethical situations can also be flavored by the type of campaign being run. A religious campaign will operate on a vastly different set of morals than an End of the World scenario where there is no apparent cause of the infestation.

ZOMBIES

Most people don't have a problem with self-defense, although they might stop short of killing someone who is attacking them, because we have been taught in our culture that killing is wrong. Zombies are animated dead bodies that want to kill and eat every single food source they can find, creating new zombies in turn. Most people would agree that spells certain doom for Humans in general, and that it is not only okay to kill zombies, but for the needs of continuing the existence of the Human race, we are required to kill as many of them as we can. However, there can be some ethical issues with that.

FAMILIAR ZOMBIES

During a zombie apocalypse, characters will see familiar people as zombies, being attacked by zombies, or turning into zombies. Common logic tells us to put a bullet into them just like any other zombie, but most people would have a problem shooting a loved-one that we saw as a freshly turned zombie, or little Sally down the block, or any number of other zombified acquaintances. It can cause a second's worth of hesitation, and that hesitation can spell certain doom for everyone involved.

CURING ZOMBIES

In almost every single game, the only cure for zombies is a copper-jacketed injection of lead at high-velocity. It might be the case in your particular scenario that the zombies can be turned back into normal human beings and completely cured of the zombie plague. How that happens is up to you, but this is not the focus of most

zombie games, nor is it the focus of a wide range of zombie movies, books, or stories. It is generally accepted that there is no cure for zombism because it is not a natural disease. In addition to that, in most cases, the victim of the attack must die in order to become a zombie. However, in some campaigns, it could be a disease or military experiment that got out of control and it may be possible to cause the zombies to revert back to human form, if there is still enough of them left.

INTELLIGENT ZOMBIES

Intelligent Zombies hold a special ethical conundrum. Are they alive? Do they have rights? Do they have more or less of a right to exist than a Human or another zombie type? It is easy to draw a line and say that a zombie is a zombie and they are all scourges upon mankind. However, what if that thing can launch a debate on the ethics of killing it? What if it could discourse about the advantages of keeping it alive? What if it could tell you more about your own existence than you can explain through religion and science alone? Nature is arranged in a hierarchy, and that ladder is the food chain. Intelligent zombies are the apex predator or apex predators in that dynamic system; they are hunters of the top predator of that chain.

ZOMBIE RIGHTS

All of this leads up to zombie rights. Do we have the right to summarily execute a zombie? What if that zombie is a thinking zombie? In reality, it doesn't matter. There will always be a group dedicated to saving the zombies, treating them like they are a new species, and using biological functions and requirements of a living being to back them up. Unerringly this fringe group will be killed by those they try to defend, forgetting that they are ravenous killing ma-

chines that seek only to feast upon fresh, living, bleeding meat. They will forget that in the food chain, we are their prey, and we are not their friends. These people could even round up the zombies in the hope that they can be cured, or even negotiated with, either solution almost invariably ending in a gurgling scream.

RESOURCE CONSERVATION

Most of the time, the characters may be able to find resources quickly. Trail mix, MRE's, canned goods, even taking a grocery store until the power goes out and the generators fail can keep them well fed. A decent sporting goods store or section of a department store can keep them well armed. However, it has already been mentioned that in a situation such as a zombie incursion, people's ethical outlook changes somewhat out of necessity if not out of character. By the time the characters know what's going on, it will already be too late, and what they have for resources is probably what they will end up with. Therefore, what the characters have, they will need to keep, and conserving their resources whether it's food, bullets, or gasoline is one of the most important things they can do.

GOVERNMENT

Anarchy, mob rule, and martial law will be the governments of a zombie apocalypse. A zombie apocalypse in the modern era is especially dangerous because of our addiction to information and our reliance on technology. Once the power fails, and it will fail, the world will be thrown back 125 years, and the only thing that separates us from the Victorian era will be 120 years of metallurgy, materials science, and people's ability to scavenge these new materials. Governments will suffer the same fate. Survivors

clumping together in groups may fall out into a form of democracy, but taking time to vote and examine the situation often uses more time than is available. A leader will rise in the group, and that leader will have to keep control of the group through intimidation, diplomacy, or common sense. Ultimately, this leader will have to yield to other leaders, particularly the military if it still exists, but there will always be a reversion back to a despotic style of government.

ADDING TO THE GROUP

Once a group of survivors is established, they may feel comfortable enough with their resource amounts to take on new people, particularly if these new people come literally pounding on their door. The more people that are added to the group though, the more off-set the group harmony can become, infested individuals could be accidentally admitted, and other resources could be spread thin. On the other hand, allowing fresh minds into the group could allow for new solutions to be found, new ways of looking at the same problems, and fresh information from the outside world. All of these combined might outweigh the projected loss of resources from the extra people; particularly if those people have special needs such as medicine, supplies, or special attention.

INJURY CONCEALMENT

People generally don't want to die, and in an apocalyptic setting, people will generally also go to considerable lengths to ensure their survival. For that reason, characters thrust into the thick of a zombie apocalypse might go to great distances to conceal the fact that they may have been exposed to an agent causing zombification. Sometimes there is no malice or fear involved; it could be that the characters just don't know how zombism spreads and they could already have been exposed. It could be that the general nature of the person is to downplay and almost ignore personal injury when they receive it, insisting that they're all right and they only received a scratch. The time that an existing group is most vulnerable to those concealing injury is when the group has the option to add new members.

However it happens, characters who have wounds consistent with becoming a zombie must either take great care in avoiding detec-tion, especially after the transmission of the plague is discovered. If there is no cure for zombism and there is no way to quarantine the exposed, they must be put down. Any other action is to risk the character taking out more non-afflicted after she turns. Depending on the relationship of that character to the rest of the group, that may be relatively easy or extremely difficult for the characters to act upon.

RESOURCE ACQUISITION

There will come a time when new resources will have to be acquired. Food and clean water will become scarce, ammunition runs out, as well as gasoline, heating oil, and medical supplies. When these are out, the group might decide to uproot completely or they might decide to go on a raid. Raids hit areas that the party thinks that they can get to, restock, and get out with minimal problems and risk of exposure. At the same time, the raids need to be somewhere that the party feels can be traveled to easily; strongholds are designed to keep everyone and everything out and being locked out of your own if something goes wrong is a very unfortunate event.

RAIDS

Raids are usually to locations familiar to or at least known about by the party. It is a true moment of desperate stupidity that would cause any number characters within a group to take a shot in the dark and hope that they can find something—anything—that they can use to restock their dwindling supplies. In such a setting, the characters might have to defend their resources on their way back, they may have to fight for them while the resources are being gathered, and they may even have to fight back inside their own stronghold. That's saying nothing about zombies; other groups might be in the same situation, and when it comes down to it, they will probably rather fight than share.

LEFT BEHIND

It is a mantra of the armed services of most countries that no one gets left behind. Sometimes that's a statement of convenience, sometimes that's a statement of fact. In a zombie apocalypse, someone will be left behind. Trying to save everyone will result in everyone dying. Characters will probably end up adapting a herd mentality: predators will pick off the slow

and the weak, and that's just the way it is. Trying to save all of them will simply conserve resources and subject the group to further losses. On the same note, characters that are going to be left behind because of medical problems, being victimized by zombies, or a multitude of other reasons should keep the best interest of the group in mind. Using more resources, keeping resources tied up in trying to prolong their struggle against the on coming wave of zombies, and inevitably dying to join the masses trying to get the characters is a sure way to expedite the death of the group. In a situation like this, the character to be left behind might as well try to take out as many zombies as they can, but they should also remember to fall on their own sword at the last possible second, making sure they do not join the zombie hordes.

SANITY

The horror aspect is inherent in this book. The more advanced in the zombie qualities that the zombies become, the more horrific they are to behold. However, after a while survivors may just adapt to seeing the grizzly scenes of gore and decaying flesh. However, cabin fever sets in as well, and the members of a group that is trying to survive long enough to get rescued could get a little stir crazy. They might start seeing zombies in their stronghold and try to blast them only to find out it was a rack of yard tools. They might think the rest of the group is out to get them, especially when resources are going low. In less civilized groups that are led by fear, people could be tormented and harassed to the point where they think that the others will throw them to the zombies so they stop consuming resources. The human mind is a powerful computing machine, and with nothing else to think about, it tends to gravitate toward the negative, especially in hopeless situations that require what would normally be morally questionable acts.

STRONGHOLDS

Most groups will try to find someplace secure that they can further fortify and make a stand until they can be rescued. The location of choice in the media is shopping malls. They're big, they have lots of stuff that can be used to fortify the position, they have food and water, refrigeration, and they are compartmentalized with security doors and stores, allowing to have certain sections locked down if their security is breached. The problem is, everyone is going to want to go there. Someone will get infected, and the whole plan goes down the tubes. Even if it doesn't most malls are isolated enough with their large parking lots and landscaping that escape for resource runs can be problematic at best. Other department stores or hardware super-stores also seem to be ideal choices because of the availability of resources, but again, these will be gravitated toward.

A less obvious choice would be farms. Many farms have fences that will at least slow down any impending threat, they're isolated, but they generally have food stores, wells, the ability to become self-sufficient for power needs, and they can be fortified with on-site materials. Getting an entire farm yard fortified can be extremely tough, but once in, there's heavy equipment, a farmstead, out buildings, and the aforementioned resources. If it comes down to it, there are even sustainable amounts of fuel for fire in the form of the grove. With careful management and quick action, the farm can sustain a group almost indefinitely, especially if the zombies are not interested in the livestock.

GEAR

Resources have been discussed again and again, each time talking about different aspects of the word. Gear applies to the substantial aspects; medical supplies, ammunition, welders, vehicles, backpacks, padlocks, etc. These items have multiple uses, but their primary use is the most important in most situations. If the group has to be mobile, they are better off finding gear that uses a renewable energy source (or better yet, doesn't require one) and using tools that are multi-purpose. A military folding shovel is the perfect example. It's a shovel, a hammer, it has a hollow handle that can be modified to store things, and it has a sharp edge that can also be used as a weapon. It folds up conveniently to store on the side of a person's leg or on their pack and it's extremely light weight. No matter what era a zombie apocalypse is set in, gear is the one thing that will guarantee the group's survival the longest, perhaps second only to intelligence.

Things that can be commonly and easily over looked are things such as heavy cloth duct tape, super glue, and empty bottles. Inventive characters can rig together a great many things with those items, a few chemicals, and a few other discarded items that may as well be considered garbage. Additionally, when people flee an area (or all the people in it were turned to zombies) they have a tendency to leave a great many objects of questionable worth behind them. This includes their garbage, things from their garages, and sometimes even cars.

WEAPONS

Guns seem to be the obvious choice of weaponry in a setting where they exist. Modern era fire arms are easy to clean, easy to use, and quick to reload. They can kill from an incredible range if they are sufficiently powerful and they are sighted in correctly, and at times they can even take down more than one target in a single shot. However, there will come a time when that firearm is out of ammunition. Reloading in the middle of a swarm of zombies is a generally bad idea, and packing around extra weight in ammunition can take up valuable spaces for rations or water. There are two mantras to remember about weapons. The first is, "Guns are like condoms, it's better to have it and not need it than need it and not have it." The second is, "You never have to reload a blade."

Ideally, the zombies will be far away from the characters, but in the case that they are confronted, close quarters weapons work best. Heavy chopping weapons such as fire axes, machetes, hatchets all work extremely well and in most zombies, they do their job well enough to dispatch the offending zombie quickly and efficiently. Additionally, melee weapons are much safer to wield in close quarters; shooting bullets into a fray can lead to some serious trouble, and possibly dead group members. Firearms are handy for keeping the zombies at bay, but when it's time to get up close and personal, there is a wide-range of melee weapons that the characters probably have access to or that they can make with a little creativity and some duct tape. The two categories below are discussed in the next chapter in depth as more weapons are introduced in this book. All of the weapons in the next chapter fall into two distinct categories: Convenience Weapons and Opportunistic Weapons.

CONVENIENCE WEAPONS

Convenience weapons were just mentioned above, and there are a few analogs for them in the Savage Worlds Core Rules. These are things like axes, baseball bats, knives, and other items that may be at hand that are designed to be weapons. They don't require a great deal of strength to manage, they are simple, straightforward, and almost everyone knows how to use them, albeit to various degrees of ability and efficiency.

OPPORTUNISTIC WEAPONS

These weapons are very rarely considered weapons in their normal usage. These are things such as bar stools and text books, but they are also things like beer bottles, park benches, furniture, boat oars, heavy lamps, and a literal world of other similar items. The could also include severed limbs, heads, and anything else that is lying around.

THE QUICK AND THE DEAD

In the end, it all comes down to the living and the dead. The living will be cool-headed, calm, collected, and absolutely rational. The dead (or undead, as the case seems to be) will be the people who panic, the people who try to be heroes, and the people who try to save everyone and everything. Those that can forget their common standards of ethics, various oaths they may have taken for occupations, and even detach themselves from family and friendship bonds are those that survive the Zombacalypse.

However, in that case, the characters must become as unfeeling as the life-boat system of ethics that was introduced in this chapter, and some characters might have a hard time dealing with that. Some characters, no matter how level headed they began, may have had a slow degradation down into a terror-induced hell that they will never completely recover from. Other characters seem to be made for this sort of setting; no family, no friends, and they have drums of guns, ammunition, MRE's and survival gear buried in the woods.

TOTAL ZOMBACALYPSE

All of the things discussed in this chapter will ultimately decide whether a character lives or dies in the game environment. Running a true

zombacalypse is something that so totally re-shapes the world of the characters such that they are some of the only survivors left. The actions they take, the allies they make, the resources they consume, save, and control will ultimately decide their fate in this grizzly scenario.

The characters may never know what caused the outbreak, or perhaps they were there at the beginning of the infestation and witnessed some of the first zombies becoming undead. Maybe they've known about it and have had time to stockpile goods, make fortifications, and organize as communities. Maybe they'll be shopping at the local mall and it will be over-run by apparent psychotics who are massively wounded and run around scratching and biting everyone and everything they see.

ZOMBIE OUTBREAK

While less wide-spread than a true Zombacalypse, a simple outbreak of zombies indicates that the problem is more or less quarantined to an area. The characters may need to get in and get someone or something out, or worse, get out themselves. The situation is much less dire for the world at large, though still very important and very serious, is no where near the severity of the situation of a Zombacalypse. The ethics involved still force the characters to make hard decisions, but at the same time, those decisions may not be ignored by the world at large to the same degree that they would be if the outbreak had become a world-wide pandemic.

In either instance, it is the characters and their group that ultimately make the decisions that control their fates. Perhaps it is the point of the game to get the characters to turn into zombies and end the campaign there. Perhaps it is the point of the campaign to turn the characters into zombies and then let them go hunt down the rest of the non-zombie characters in the game environment. Even then, there are choices to be made and a certain code to follow concerning many of the same things. Even zombies need resources such as food and shelter. Thinking zombies will gravitate toward strongholds that are near their primary source of food, while mindless zombies will simply hunt out food and try to get it, no matter how long it takes.

CHAPTER 4: FIGHTING ZOMBIES

Zombies can range in combat ability from virtually none at all to being all-out killing machines, based upon several of their Zombie Qualities. This combat ability will drastically raise the amount of awareness, tactics, and brutality that the characters in the environment will be prompted to use. Zombies that are spread out and easy to put down can probably be avoided or dispatched with little or no trouble. Some of the advanced zombies will force the players and their characters to be a little more resourceful when it comes to putting themselves in positions that the zombies can get to them.

That's where this chapter comes in. While many of the scenarios presented in the book deal with investigation and problem solving as opposed to eradication and slaughter, there will be circumstances that the characters are caught completely unaware and they'll have to think quick in order to survive. The characters will have to resort to using whatever is around them to drive the zombies off or kill them, and depending on the situation and the strength of the characters, those weapons might be hard to acquire. The concepts of Weapons of Convenience and Environmental weapons were brought up in the last chapter, but they will be discussed in detail below, with some examples given.

WEAPONS OF CONVENIENCE

As previously stated, Weapons of Convenience are those weapons that can be found readily available in the scene. These weapons are items that cause damage by virtue of their use. Fire axes, baseball bats, and kitchen knives are all primary examples of these items. Even some tools such as hammers, screwdrivers, circular saws, and chain saws are also examples of Weapons of Convenience.

IMPROVISED WEAPONS

A complete listing of every weapon of convenience would be a book unto itself. Film and fiction have adapted weapons from virtually everything from impact wrenches to air-nailers, from steel toed boots to candle sticks. When attempting to resolve damage from an item a character is attempting to use as a weapon, there are a few simple questions to ask yourself.

HOW IS THE ITEM BEING USED?

The weapon selection of the Savage Worlds Core Book has a good selection of weapons to use as examples for weapons that are found in the gaming environment. For non-modern games, Medieval

weapon lists would replace firearms with weapons such as the bow and crossbow. Items such as throwing knives are subject to the Throwing skill. With all of these choices, the Narrator must first decide which skill to use based upon how the item is being used. After that is decided, a brief examination of what attribute to use must be performed as well. If a character is attempting to throw a 50 pound bag of dog food into a crowd of zombies, an area attack is made instead of a direct attack against a particular zombie in the crowd.

HOW IS THE DAMAGE BEING DONE?

Most improvised weapons will have a primary method of delivering damage, but they may also have a secondary or even a tertiary method of delivering damage. An air-nailer's obvious method of dealing damage is through its primary function of driving nails. However, air nailers are also heavy and can be used as clubs, and they also need to be connected to a source of air via an air hose which could be used to entangle enemies or strangle them (provided the enemy needs to breathe).

Again, the damage being done has to follow a method, so each different way the weapon is to be used will be represented by a different skill. In the case of the air-nailer, if it is used as a ranged weapon, it would use the Shooting skill, though its range would be greatly reduced (1/2/4) instead of normal handgun range. If it was used to club someone, it would deal Str + D4. Entangling someone or using the air hose as a garrote would use the Grappling rules in the Core Book. If the nailer was being used to physically staple an opponent to a wall or something else solid, then a variety of skills could be used depending on the situation; Shooting, Fighting, or even Knowledge, Anatomy could all be acceptable.

WHAT ABOUT DAMAGE?

Damage is a function of velocity, size of the object doing the damage, the physical make up of the object being used, and the physical attributes of the object being struck. For the most part, without turning this portion of the book into an exploration of physics, it is simply a matter of looking at the weapons already listed. The item being used as a weapon might have something close to it that does similar damage in

the weapon listing, or based upon the weapons given, weapon damage could be extrapolated.

Considering the size of the object being used is merely part of the problem with unusual weapons. The velocity is also to be considered. Generally speaking, the faster an object travels the more damage it does. However, the physical make-up of the object being used is also to be examined. 50 pounds of bricks moving at 50 miles per hour is going to run a high risk of being lethal. 50 pounds of feathers moving at 50 miles per hour is going to do significantly less damage. Having said that, the feathers will still do damage, but not nearly as much as the bricks.

NON-TRADITIONAL ITEMS

When trying to estimate the damage for a weapon, try to find the closest match in size, weight, and ease of use. A cricket bat is very similar to a baseball bat in use, weight, and intent and should be considered the same thing from a damage stand point. If a damage equivalent cannot be easily found, keep a few rules of thumb in mind, but remember to always be consistent when adjudicating damage for newly improvised weapons.

CAN A CHARACTER DO IT?

Not every character is going to be able to heft a full beer keg and smash a zombie in the back with it. Even a small 8 gallon keg contains 48 pounds of beer in it, plus the weight of the keg itself. Fifty-five pounds of aluminum and liquid is a significant amount of weight to try to pick up and use effectively in combat.

There are two ways to use something in combat: using the item as dead weight and using the item effectively as a weapon. Using an item effectively has a definitive strength requirement. The item must weigh not more than half of the character's maximum weight that he can lift off the ground. Then of course, the item is subject to the appropriate weapon skill as has been discussed. The character may use the item a number of times per turn up to his normal attacks, plus Edges, just as with any other weapon.

Improvised attacks are not the only ways that an improvised weapon can be used in combat. Heavy items can be picked up and dropped on

a target much like any other item could be. As a general rule, if a character can lift an item, it can be used in combat.

The higher an item is dropped from, the more damage it should be able to do. For each 10 feet an item falls (not including the first) it deals +1 damage. If a 50 pound bag of flour is dropped from a height of 8 feet, it will do the same amount of damage as it would if it were dropped from 4 feet. However, at 12 feet it would receive a +1 to the damage because it fell more than 10 feet but less than 20.

SIZE

How long the item is, as well as its other physical dimensions can affect how much damage the weapon does. The striking surface can also significantly change the use of the item and can possibly change the damage type of the weapon. If the striking surface comes to a point or edge, the item could be a sword or knife equivalent. If the item is round and large, it could be a baseball bat or crow bar equivalent.

MASS

The weight of the item, combined with the size of the item also determines how effective it could be in combat. This will have to be examined on a case-by-case basis in order to properly determine the item's use and relevant damage. If an item is 5 pounds and fits in a character's hand, it will be dramatically more effective than if it is 5 pounds and twenty feet long.

This is another case where the GM will have to be fair in determining what item is being used and how it is being used. Good notes will have to be kept in order to make sure the item is used in the same manner in the future.

USABILITY

Some characters will not be able to use some items as weapons simply because of their weight. If the weight of an item is greater than what a character can lift over her head, some team work may be required, and even then they may only be able to drop the item onto the intended target. Swinging an item that is greater than what a character's statistics say she can lift means she will probably only be able to drop the item on a target or will have to find some leverage to get the item moving.

STRONG CHARACTERS

Some characters will be able to use items that are normally not allowed as improvised weapons, simply because of their strength. Average strength characters may have no problem in breaking a board from a park bench and using it in combat. Exceptionally strong characters may have no problem in picking up the park bench and using it in combat. Naturally, the GM will have to be careful when trying to adjudicate damage for non-traditional items such as the park bench or a car door.

WEIGHT VS. BULK

Just because a character can physically lift the weight of an item, does not mean that the item can be lifted by the character. Some items are simply too large to be used regardless of their weight. The aforementioned 50 pounds of feathers takes up about the same amount of space as a queen-sized bed. Fifty pounds of steel is about the same size as a gallon milk jug. Obviously, the steel slug is going to be able to be used more effectively in combat, and due to the concentration of the weight it will do more damage as well.

DAMAGE TYPE

A good rule of thumb is that soft objects and small, slow moving objects cause very little damage. Some items, such as specialty types of ammunition, are specifically designed to cause non-lethal damage instead of lethal damage. It is important to note that these rounds are made of special materials and generally have less powder in them, causing the round to fly at a slower velocity. Common sense needs to be exercised when trying to adjudicate damage between soft damage and hard damage.

UNUSUAL CIRCUMSTANCES

Hitting a character with something may not always be the most effective use of that item in combat. Most characters are not going to be able to pick up a grand piano and smash it into a throng of enemies. However, if that same throng were running up a suitably large set of stairs, that Grand Piano might be just the thing. The circumstances of a fight can be greatly tempered by the resourcefulness of the players (and through them, their characters) that are playing in the game. Literally getting the drop

on an opponent can mean all the difference for a character's life or death.
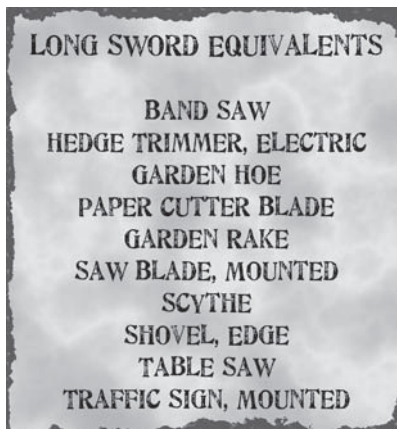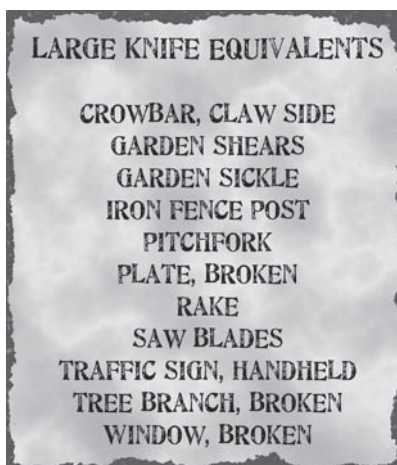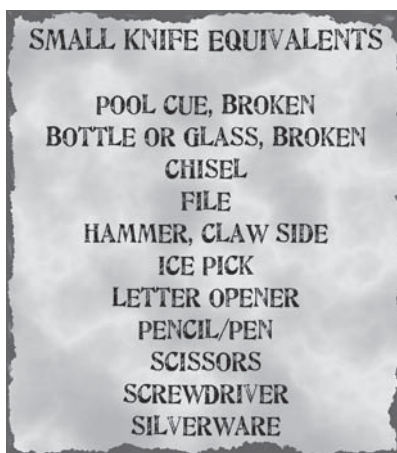
SMALL KNIFE EQUIVALENTS

These weapons are the equivalent size, weight, and have the damage potential of a small knife. Small knife equivalents are some of the most common weapons in the world. Almost anything with a hard edge, a sharp edge, or a point can be used for a small knife. Many of these improvised weapons are tools and some are house-hold items. Any weapon that does the same damage as a small knife will do Strength + D4 damage when they strike an opponent.

LARGE KNIFE EQUIVALENTS

Improvised weapons of this sort have some heft behind them and will inflict more damage than their small knife counterparts. Most of these items are not found around the home, but could be prevalent in the game environment, depending on the scene. Weapons that do the same damage as a large knife deal Strength + D6 damage when used in combat.

LONG SWORD EQUIVALENTS

A long sword equivalent weapon has some reach as well as some serious damage potential. Many of these weapons could extend into other categories, such as a two-handed sword equivalent, or may have better comparisons in other settings with an expanded weapons list such as the aforementioned medieval setting. Inventive characters may also create weapons that fall into this category by combining improvised weapons. An example of this would be the mounted saw blade, which could be a baseball bat with a

SMALL KNIFE EQUIVALENTS

POOL CUE, BROKEN
BOTTLE OR GLASS, BROKEN
CHISEL
FILE
HAMMER, CLAW SIDE
ICE PICK
LETTER OPENER
PENCIL/PEN
SCISSORS
SCREWDRIVER
SILVERWARE

LARGE KNIFE EQUIVALENTS

CROWBAR, CLAW SIDE
GARDEN SHEARS
GARDEN SICKLE
IRON FENCE POST
PITCHFORK
PLATE, BROKEN
RAKE
SAW BLADES
TRAFFIC SIGN, HANDHELD
TREE BRANCH, BROKEN
WINDOW, BROKEN

LONG SWORD EQUIVALENTS

BAND SAW
HEDGE TRIMMER, ELECTRIC
GARDEN HOE
PAPER CUTTER BLADE
GARDEN RAKE
SAW BLADE, MOUNTED
SCYTHE
SHOVEL, EDGE
TABLE SAW
TRAFFIC SIGN, MOUNTED

saw blade or two secured with a bolt through the bat, or a board fitted with a saw blade. Weapons such as these deal Strength + D8.

BLUDGEONING WEAPONS

One of the easiest ways to improvise a weapon is to pick up something heavy and hit something else with it. The list in the Core Book has a few of these items already listed, such as the billy club and the brass knuckles. Some items and tactics may have no equivalent in the Core Book or any setting book because the damage they cause is too generic, such as something like pushing a loaded book case over onto a zombie.

CONTINUOUS DAMAGE

Some weapons have the ability to do continuous amounts of damage based on the nature of their function. Power tools are the most identifiable of these items; though items that can cause a continuous source of damage can be found in a wide variety of places. Chainsaws, circular saws, wood chippers, meat processing plants, even garbage disposals can all cause damage over long periods of time. By simple means of their function, these items can continue to damage anything they are being used on. The GM must decide whether this damage is equal to or less than the damage initially caused by the attack.

If the continuous damage source is stationary, eventually the character will stop taking damage from it because there will be nothing left to injure. Items such as wood chippers have a means to continuously pull an object into them, so almost invariably they will continue causing damage until whatever was put into them has been pulled completely through.

ENVIRONMENTAL WEAPONS

Environmental weapons differ from weapons of convenience in that they are items or situations that aren't specifically designed to be weapons or cause harm. Environmental weapons may not even be used as weapons at all, but might serve the user well as distractions. Items such as fire extinguishers, swimming pool pumps, even stage rigging can all be used to damage, slow down, or distract zombies with a great degree of efficiency.

Environmental weapons require a good degree of creativity on both the players and the GM. Often times these situations are specifically set up to be used at the discretion of the characters in the story. Some environmental weapons are actually integral to the scene. Steel mills have molten pools of iron and steel, factories could have presses and punches that strike with 100 tons of force or more, and the list is endless. Choosing where to fight can make a lot of difference in the outcome of that fight, and having a location that is stocked in environmental weapons can make the difference between surviving the encounter and joining the undead masses.

DAMAGE

Environmental weapon damage can be catastrophic. In an industrial setting, accidents that happen in the real world can crush limbs, sever fingers, or cause the total destruction of a person. When those scenarios are transferred into a scene, the potential for damage to a zombie is just as great.

Trying to estimate the damage done from something like a 300 ton hydraulic press can seem a little silly. The answer almost always comes up as a total loss of whatever was put in the press. Other less extreme examples could be more difficult to judge, but the thing to remember is that zombies used to be characters. If the situation would kill or maim a character, it will do so to the zombie. If the zombie has any kind of armor, it could be trickier to judge the damage. However, if the event would harm a character wearing a similar amount of body armor, it will harm the zombie. Damage may be inflicted depending on the location attacked by the environmental weapon; destroying the legs

of a zombie with Tank Vulnerability will only slow it down; no actual damage is done to the creature.
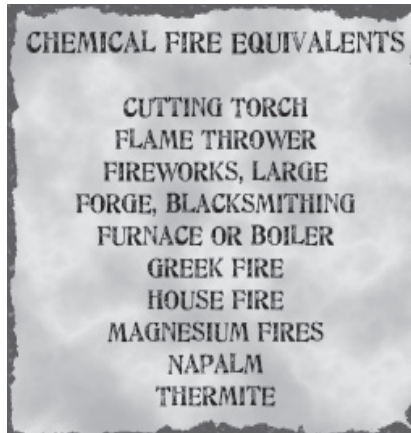
FIRE

Starting a zombie on fire is different from just blowing it up. Using effectively in combat can be an even greater challenge, both for the GM and players, as well as for the safety of the characters in the scene.

Most people immediately get an image of a soldier with a back pack made of gleaming steel cylinders and a long rod when they think of a flame thrower. While that image is correct, what most people don't know is that if the fuel cylinders of the flame thrower were struck by a bullet, they usually exploded, killing the soldier wearing the unit and possibly others around him. If the rest of the platoon was lucky, the fuel only hemorrhaged out and engulfed the unfortunate soldier using the weapon instead of killing everyone in the resulting explosion.

There are several fire sources that are simply ineffective unless they are used in conjunction with another fuel source. A cigarette lighter by itself doesn't do enough damage to be anything but annoying. A cigarette lighter and a can of hair-spray can create a miniature flame thrower. A cigarette lighter in a heavily oxygenated environment can spark a large scale explosion. With fire, the damage comes largely from the application, not simply the heat.

The three categories of fire are described in below. However, when improvising fire as a weapon, there are several very serious factors to closely examine to determine how much damage they will do. One primary thing to consider is the size of the fire; is it a local event or should a burst template be used to deal fire damage to a larger area? Each situation has to be examined individually.

CHEMICAL FIRE EQUIVALENTS

CUTTING TORCH
FLAME THROWER
FIREWORKS, LARGE
FORGE, BLACKSMITHING
FURNACE OR BOILER
GREEK FIRE
HOUSE FIRE
MAGNESIUM FIRES
NAPALM
THERMITE

INDUSTRIAL FIRE EQUIVALENTS

EXHAUST, JET ENGINE
EXHAUST, ROCKET
GAS MAIN EXPLOSION
GLASS, MOLTEN
METAL, MOLTEN

NORMAL FIRES

Normal fires are some of the easiest to create and are some of the most common found in the gaming environment. From the backyard barbecue to the kitchen stove, a normal fire takes time before it will inflict D6 damage and the character can usually stop, drop, and roll to put the flames out if they are engulfed by a normal fire source.

CHEMICAL FIRES

Chemical fires are the most dangerous in the gaming environment because they can be commonly manufactured with everyday chemicals. A quick trip through a gas station and a successful Knowledge (Science) check and your character can make napalm. Add that to a character who makes a Repair check with a raise and you can scratch build a flame thrower. Chemical fires deal 4D6 damage.

CONTAINMENT

The difficult part with using a chemical fire as an effective weapon isn't creating the fire itself; it is channeling the flame into something useful. As has already been said, a flame thrower is an incredibly fierce weapon on the field of battle, but once the fuel is no longer contained, it turns into a bomb.
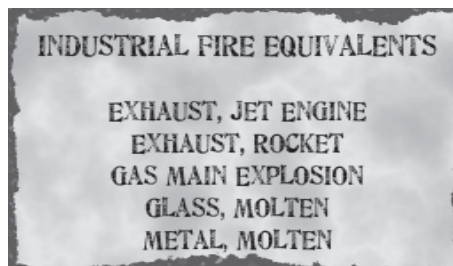
INDUSTRIAL FIRES

These are difficult for characters to manufacture, but with the judicious application of ingenuity, they can be used when found in the environment. Steel mills and active volcanoes are obvious examples, but there are a few things that will do the same relative damage. Industrial Fires deal 5D10 damage per round of exposure.

IMPROVISED BOMBS

Many popular action movies, with zombies or no zombies, have come up with some ingenious devices to create bombs out of materials that are either readily available or that can be eas-

ily scavenged. Possibly one of the most visual of these devices is the LP tank and road flare bomb. Liquid propane tanks are fairly light, hold an enormous amount of fuel when full, but are made out of aluminum. That means that even a steel-jacketed rifle round will not spark against the tank when it is shot. From a more realistic scenario, it also means that if someone is transporting an LP tank for their grill, it won't explode if it falls out of their truck.

That's where the flare comes in. The flare becomes the point of ignition for the fuel after it starts to vent and mix with the air fractions of a second after the bullet penetrates the aluminum tank. Simple, effective, and deadly, bombs on this scale are incredibly dangerous.

SAFETY MESSAGE

Characters do some pretty creative stuff in games at the quick minds and mental abilities of their players. We here at Silver Gryphon Games are no different; a fundamental knowledge of physics and chemistry is all that is required to build improvised explosives. However, that does not mean that we condone it. For that reason, we have included an obligatory safety message, just in case any of our readers get any ideas.

Under no circumstances to we suggest that research used for in-game situations or simple player knowledge of chemicals and explosives be used for real-world practice. This section of the book talks about creating improvised explosive devices such as the LP tank bomb mentioned above. Commonly available materials can be used to build any of the devices either specifically mentioned or alluded to either above or in the next few paragraphs. **They are listed here for game-mechanic purposes only. We take it upon ourselves to have the respect for our customers to believe that they will not try any of the devices listed below or above. Not enough information is given in this section to create working models of these devices, so please, do not try this at home.**

EXPLOSIVE RADIUS

The radius of the explosive burst in Savage Worlds directly correlates to the damage done by the explosive itself. Real-world physics require complex math, an excellent working knowledge of chemistry, physics, conditions at the blast site, container shape, and other details that most gamers probably won't have in an on-the-fly situation. For that reason, we have included a table that will cover a large number of circumstances that may be encountered in the gaming environment. Some of these are repeated from the Savage Worlds Core Book and are included for familiar examples.

CHEMICAL BOMB

Chemical bombs are devices that are simply household chemicals in the proper proportions. Chemical bombs are usually created and stored in glass containers. They are mixtures that are stable until a reagent is introduced to produce a chemical reaction. Glass jars are typically used for two reasons: the glass does not stretch from the heat of the reaction and it usually adds shrapnel damage on top of the damage from the fire. The very nature of these devices makes them very hard to track on a forensic level.

SMALL CHEMICAL BOMB

These devices are usually created in quart-sized jars. These glass jars are easily found in most supermarkets or even in use for canning fruits and vegetables. The roll needed for creating these bombs is not difficult; it is a successful Demolitions roll. They may also be created with a successful Knowledge (Science) check.

EXPLOSIVE DAMAGE		
TYPE	DAMAGE	RADIUS
CHEMICAL BOMB (SMALL)	2D10	MEDIUM
CHEMICAL BOMB (LARGE)	5D6	MEDIUM
CLAYMORE JACKET	5D8	LARGE
CLAYMORE MINE	3D6	CANISTER
DIESEL BOMB	3D10	LARGE
GASOLINE BOMB	2D10 + 4	LARGE
GRENADE	3D6	MEDIUM
HIGH EXPLOSIVE (C4)	4D6	MEDIUM
LP TANK BOMB (SMALL)	4D6	LARGE
LP TANK BOMB (LARGE)	4D10	LARGE
MOLOTOV COCKTAIL	2D10	MEDIUM
NAPALM	2D10	SPECIAL
NAPALM BOMB	SPECIAL	SPECIAL
PIPE BOMB	2D6	SMALL
THERMITE BOMB	SPECIAL	SPECIAL

LARGE CHEMICAL BOMB

Large chemical bombs are identical to small chemical bombs, but they simply have more volume, and hence, more explosive capacity. These devices are usually constructed in a gallon-sized container and tend to be less stable than small chemical bombs, but not so much that they require different game mechanics. These devices can also be created with a successful Demolitions check. They could also be created with a successful Knowledge (Science) check.

CLAYMORE JACKET

These devastating bombs have been used in several movies in the last decade. They usually involve multiple pounds of C4 explosive and something for shrapnel, usually ball-bearings. These devices are placed on either suicide bombers or have a system of remote detonation. Due to the pounds of C4 and the shrapnel, these devices can clear the streets for a city block in all directions of anything living (or unliving). Cars are shredded, buildings are gutted and windows for quite a long distance are shattered. These can be created with a successful Demolitions, or Knowledge Science check if a character has the components at hand. If they are building them from scratch, the check has a -2 penalty.

CLAYMORE MINE

The inspiration for the claymore jacket, the claymore mine is an anti-personnel device that fires in one direction. The trigger is either a remote detonation or trigger that is attached to a trip wire. These devices do have some back pressure to them when they ignite, but due to their shape-charged nature, most of the explosion is directed to the front of the device. Claymores are commonly seen in military movies and they are almost always rigged up to trip with a trip wire. They make ideal anti-zombie defense due to their size, ease of use, and predictable movements of zombies. These can be created with a successful Demolitions, or Knowledge Science check if a character has the components at hand. If they are building them from scratch, the check has a -2 penalty.

DIESEL BOMB

These devices are simple to make and involve adding commonly available substances to diesel fuel to make it more combustible and burn hotter. Diesel bombs are just below napalm for destructive capability, and the chemical process to produce them is similar. A diesel bomb requires a primary charge to ignite the device, which can generally be kept in a steel gas can or other gallon-sized container.

Larger scale versions of the diesel bomb can be used, but their destructive capacities are off the chart. Using a 55-gallon drum instead of a 1-gallon drum has a blast pattern nearly identical to a tactical nuclear warhead. A full-scale version that is known as a Fuel-Air Device, or Daisy Cutter, has damage that is almost unimaginable. These devices cause more damage than the first atomic weapons used on Hiroshima and Nagasaki, but without the troubles of radiation induced death and contamination. Characters with access to this type of firepower need to be extremely careful that they do not kill themselves in the blast. A success with a raise is required to create a large version of this bomb, but smaller versions can be created with a successful Demotions or Knowledge (Science) check.

GASOLINE BOMB

Significantly easier than the diesel bomb to create, and slightly less explosive, is the gasoline bomb. This device is simply a two gallon container of gasoline with a triggering device attached to it. Between the gasoline fumes and the extremely combustible nature of the gas itself, the gas does not need other chemicals added to it to increase the explosiveness.

In this modern era of alternative fuels, jet fuel, 10% ethanol, and E-85 could all be used. Mechanically they function the same in the game environment. In a pinch, any alcoholic beverage over 150 proof could also be used. Creating these bombs requires a success on a Demolitions or Knowledge (Science) check.

GRENADE

The grenade was discussed in Chapter 2 of the Core Rules and will not be given more definition here.

HIGH EXPLOSIVE

C4 high explosive is the main stay of high explosives used in the modern world. While owning it personally is extremely illegal, it can be made with over-the-counter ingredients. Any char-

acter that passes a Demolitions or Knowledge (Science) check at a -2 penalty can create it.

LP TANK BOMB

As stated at the beginning of this section, the LP Tank bomb incorporates a road flare, a common liquid propane tank, and a gun. The destructiveness of this device comes in two varieties, small and large.

SMALL LP TANK BOMB

These devices use a standard LP tank that most people would use for their grill at home. These tanks fully loaded weigh 40 pounds all together and they take an exceptionally strong character to throw it a safe distance before detonating it.

LARGE LP TANK BOMB

This is simply a larger version of the small LP tank bomb. The tank used in an explosive of this size is assumed to be roughly twice the size of the small LP tank bomb. Tanks of this size might be found on industrial scale outdoor cooking appliances, in modern campers, and even as fuel tanks for vehicles.

Certainly there can be larger explosions caused by this type of device. Semi-tractors can be converted to run on LP and they require a much larger tank to run efficiently and effectively. This larger tank is dwarfed by LP storage tanks at fuel stations that fill all sizes of LP tanks, and is even smaller yet than semi trailers and pipelines that carry LP from one location to another. Discretion must be used when determining how big the explosion gets and whether or not the characters will survive the explosion if they are close enough to trigger it with a shot from a firearm.

MOLOTOV COCKTAIL

The Molotov is a classic among insurgents, protestors, angry bar patrons, and the Irish. Its construction is simple; take a 3/4 full bottle of anything over 120 proof, a rag soaked in the same alcohol, light, and throw. The glass bottle the alcohol conveniently comes in shatters and the flame lights the volatilized alcohol.

The explosion isn't very large, but it's enough to seriously injure or kill a character if the hit

is direct. In real life, they rarely do more than deliver 2nd degree burns to the victim or victims, but they make people think twice about closing in to arrest the user of the cocktail.

NAPALM

This nasty mixture was first developed during World War II and used by the United States on the Germans. Devices fueled by napalm were used to create firestorms; sudden rushes of oxygen to the epicenter of an explosion, creating winds in excess of 200 miles per hour in the process. Since its inception, the chemicals that give napalm its name are no longer used, but more commonly available chemicals have been substituted.

Napalm in and of itself counts as a chemical fire, as the rules state at the beginning of this chapter. It burns hot and the chemical itself is a gel, making it very sticky and very hard to clean off. It is nearly impossible to extinguish, and some recipes contain additional chemicals that allow the mixture to continue to burn underwater.

CONTINUOUS DAMAGE

Napalm will burn itself out in 2 minutes if it is not extinguished before that. Those 2 minutes causes an extreme amount of damage to whatever the napalm is burning. Once it is ignited, the mixture must either burn itself out or be placed in an entirely oxygen free environment for a full round.

NAPALM BOMB

The napalm bomb is a device that uses a 55 gallon drum, 55 gallons of napalm, and a lot of explosive to create a detonation pattern identical to a tactical nuclear strike. These devices destroy an entire city block, shatter windows for two city blocks past that, and set off car alarms for a half of a mile. It is difficult to procure the amount of high explosive needed to detonate these devices, but once they are lit, virtually every character or creature within 250 yards of ground zero is dead. Damage after that is 2D6 for 100 yards, and then 1D4 for 50 yards past that. There is a lot of concussive force in these devices, which may (at GM discretion) have effects that radiate out further than the normal blast radius. These effects are minor and should only include a minimal chance of being knocked down or windows breaking.

FIRESTORM

If a character makes a Demolitions check with two raises, the character can crate a firestorm if they are using 3 or more of these devices in close proximity. The difficulty check relates not only to device placement, but the timing of detonation which must be precise in order to create the wind-driven inferno.

Temperatures inside the firestorm are hot enough to melt steel. Any creature, living or undead, caught in the firestorm is killed. The firestorm will rage for 1D10 minutes and will completely destroy a 400 yard radius around each of the devices used to create it. Damage outside of that area is reduced in small steps. For the first 50 yards, damage is 4D6 and fires are rampant. For the 50 yards after that, damage is 3D6, and the 50 yards after that is 2D6, and the last 50 yard range increment is 1D6. After that, there is no damage from heat or fire.

PIPE BOMB

The pipe bomb is simple, brutal, and has existed since explosives were first introduced to the west. The concept is simple: one needs a lead pipe, 20 dollars in groceries, some thread glue, a drill, some fuses, and some blasting caps. These small devices have been mailed by terrorists to people in high positions for decades. They are extremely good at shredding mailboxes and they are commonly used as car bombs as well. Creation of a pipe bomb requires a successful Demolitions or Knowledge (Science) check.

THERMITE BOMB

The thermite bomb has replaced the napalm bomb in recent years. Thermite is a simple mixture of aluminum and iron oxide powders, which might sound exotic, but they are found in the most simple of fireworks: the sparkler. Military grade thermite bombs use in upward of 2 tons of thermite paste to completely destroy an area. Their functionality is identical to the napalm bomb, except that just one of these devices can create a firestorm. Creating a Thermite Bomb requires two raises on a Demolitions or Knowledge (Science) check.

DAMAGING ZOMBIES

There is a distinct difference between damaging a zombie and dealing damage to a zombie. Damage may only be dealt to a zombie if it is damaged in an area that it is vulnerable. However, that doesn't mean that the rest of the zombie is impervious; it means that the zombie simply doesn't take damage from sources that impact other areas. A zombie with Tank level vulnerability will only have damage done if it is hit in the head, but that doesn't mean that its arms and legs can't be ripped off if sufficient force is applied.

Damage is still absorbed by the armor of the zombie in question, if such armor exists. The armor also does not reflect that they have a tough outer shell; it is a total toughness rating for a zombie's body and all damage is reduced by the armor value.

TARGETING BODY PARTS

An incapacitated zombie may be more effective than a destroyed zombie. Shooting the legs off a zombie removes that mode of locomotion from

the zombie and may make it an obstacle for other zombies to have to climb over. Body part destruction will not cause damage to a zombie unless it is an Extremely Vulnerable zombie. Rules and mechanics are already in place to allow the characters to target specific locations, and these are gone over in detail in Chapter 3 of the Core Rules.

The rules for breaking and destroying limbs are the same for zombies as they are for normal characters. Depending on the vulnerability of the zombie, the zombie might not lose life points because of the damage. Zombies are still made out of meat and bone, so they are perfectly susceptible to damage from falling, being struck by cars and other mass impact damage sources. However, it may be the case that the only thing accomplished is slowing the zombie down.

FIRE AND ACID DAMAGE

Fire and acid affect zombies, though as previously discussed; they may not take actual damage from the attack unless it causes enough damage to bypass a zombie's armor value in an area where it is vulnerable. Much like fire and acid rules for any other creature, damage is treated as if it is to the whole body, not area specific. A zombie that is vulnerable in the head and chest will not receive double damage from fire if it is completely engulfed in flame.

FREEZING ZOMBIES

Some climates may be too cold for zombies to exist in through the virtue of their tissues freezing. That fact can easily be overlooked, and a few of the scenarios listed in this book deal with zombies on ice. Cold can be weaponized, however, and substances such as liquid nitrogen could be employed to go zombie hunting. In such a case, the cold will deal damage as if it were a fire, as per the rules listed in the Core Rules. However, for extremely cold substances such as liquid nitrogen or liquid helium should be treated as if they were a chemical fire when dealing damage to zombies or destroying body parts on a zombie.

BODY PHYSICS

Bodies, be they the animated dead or any other character must have two things to move: bones and muscles. The rules of the undead seem to change this philosophy on some levels, but

if they change too much, the type of undead changes. Zombies are mostly intact. They have bones, tissues, and have a tendency to still look mostly human. When those tissues are no longer present, either through age of the zombie or damage, the zombie's mobility should be affected as appropriate.

THE FINAL SOLUTION

It could be that the zombie problem is such a threat that the government (or anyone else sufficiently armed) renders the final solution and decides to drop a nuclear warhead on the zombies. If that's the case, destruction from such an event will be total, and escape from the epicenter should be considered total. The real problem lies in the thought that the nuke might not cause enough damage to destroy the zombies or worse, might irradiate the survivors. Then the PCs have to worry not only about zombies eating them, but zombies that give them cancer while trying to eat them.

DESTRUCTIVE RADIUS

Nuclear weapons destroy entire cities. Modern nukes, if dropped from a plane, can be so big that the plane can't always get away in time. The easiest way to handle using a nuke is to simply assume that the proper ordinance is used and the destruction to the affected area is total. The radius is measured in miles and the payload can be tailored to the needs of the situation. Rest assured the government will not be cheap with the ordinance when trying to put down a zombie plague.

FALLOUT

One of the only things more terrifying than zombies might be radioactive zombies. Those living down wind of the nuclear detonation have concerns of fallout to deal with, but in the modern era, it is somewhat easy to scrub the affected area. Food and water supplies in the fallout area will be destroyed by radiation, and after the ground in the destructive radius cools down, it will be radioactively hot for years.

CHAPTER 5: SCENARIOS

This chapter contains pre-written scenarios. Only the story premise and a few crucial details are provided; the rest is up to the group of roleplayers to fill in. These scenarios are broken down into the categories of investigation, lethality, number of players, and the reward , as well as the primary intended setting. Some of these scenarios are not designed to be continued upon, and some can quite easily lead into multi-session games if not long campaigns.

The scenarios are all rated on several things the chief two being; Investigation and Lethality. These two categories as described below are sort of mislabeled; any situation can become lethal to the characters. Almost any situation can be by-passed quite easily, details missed, or the party could just decide to go zombicidal and kill anything that should not be. That being said, the details of the Investigation and Lethality of each adventure are described in each scenario.

Scenarios also list a Reward, give a recommended number of Players, and a recommended Setting. These are each detailed below, but as with lethality and investigation, these can be subjective. The characters might do something extra-ordinary which may merit a higher reward. They could run through with fewer players than expected and do extremely well, or they could go through with more and do poorly. The Setting can be changed based upon the description of the scenario, and something intended for a Classical setting could very well be run in a game set in Modern times.

INVESTIGATION

This category is influenced by two main questions: is there a mystery to solve, and how hard are the clues to find? If the characters are to learn why the zombies are present and how they got there, then the adventure has a higher Investigation score than a scenario where the characters simply have to survive for a set amount of time. Like Lethality, this category is rated from 1 to 5, with 1 being the lowest level of investigation, and 5 being the highest.

Scenarios with high degrees of investigation are good to run with player groups that are not combat-minded or for combat oriented groups that need a switch up in their routine. There is always combat to be had, but these types of scenarios don't mandate it.

LETHALITY

This is a simple rating of lethality for the characters involved. This rating assumes that the characters will be wary of what's going on, have a chance to react, and don't get themselves trapped. There's also the chance that the characters could go on a zombie killing spree and get themselves cornered and infected, even in situations that shouldn't mandate that that event happens. Any

time that any of those things happen, there is a greater chance that the lethality will increase.

Lethality is rated on a simple 1-to-5 scale, with 1 being not intentionally lethal, and 5 being extremely lethal or having no logical way to survive as written. The more lethal the scenario, the faster the characters will have to be on their feet, the quicker their minds will have to be, and the more careful they will have to be.

PLAYERS

The Players statistic is quite simply the number of players the game is designed to run with. Multiple characters can be run by the same player to make up the difference, but unless you have a group skilled in running multiple characters, it might be best to avoid that. It could also be possible to bring in more characters as Non-Player Characters as run by the GM. Running these scenarios with too many players, on the other hand, can have a negative effect as well. The lethality could increase or decrease dramatically depending on the additional characters. A character that makes poor choices could draw undue attention and inadvertently kill the party. A character that makes good choices could drastically lower the lethality or significantly simplify the Investigation challenge.

REWARD

This is the reward value of the scenario. Again, this can be quite subjective, depending on the goals of the scenario and how the characters achieved them, circumvented them, or failed at them. If the scenario is run as a one-shot adventure, this could be a moot point, but the reward is stated if it's a longer scenario or if there is a chance to continue the adventure later on.

SETTING

Setting is the era that the adventure is set in. There are six major categories of setting; Ancient, Classical, Medieval, Renaissance, Victorian, and Modern. To these, any number of other supplements may be added to enhance the game. Each of these supplements will add tools that can be used, explanations for the zombie plague that may not exist elsewhere, and can significantly impact the challenge of the scenario. This book is written using principles that can easily lead into those other supplements, but does not require them.

Some of the settings require certain technology levels, some are simply better suited to the settings listed. For the most part, the scenarios can be run in any time setting, but they could become easier or harder, depending on technology of the setting in question.

ANCIENT

This is the time of Troy, the time of the warring Greek city states, and the time when Rome was coming out from under the rule of Etruscan Kings. This is the Bronze Age, but it could be even further back, in the Stone Age or even the last great Ice Age.

CLASSICAL

The Classical era started in approximately 250 BC and extended to 400 AD. This 650 year span saw the rise of Rome and the beginning of its decline. Empires of the East forged west, and Dynasties in the East were cementing their grasp over the reign of the ruling warlords.

MEDIEVAL

This historical epoch lasted from approximately 400 AD to 1500 AD. This is commonly called the Dark Ages. Rome fell, the Byzantine Empire rose and crumbled, and both the East and the West started their age of discovery as their ships began expanding the edges of their maps. The political state of Europe began to resemble the countries and boarders we know today, and though a great amount of science and technology was found, the rate of academic growth was slowed significantly from the Classical era, and it was no where near the Renaissance era.

RENAISSANCE

The Renaissance lasted only a short period, and for simplicity, it is considered to be from 1500 AD to 1800 AD. During this time, great cathedrals were built, thousands of scientific advancements were developed, and weapons were being constantly refined Germs and knowledge of sickness were handled with a more modern approach. Great composers wrote operas and symphonic movements while there were revolutions of both political and ideological natures.

VICTORIAN

The Victorian era lasted only a short time, but many of its ideals were in place long before

it started. The Victorian era saw a re-emergence of thought and due to land holdings and investment, the rich became extremely rich, and providence could be both made and found. This time period is ear marked for its decadence which is tainted only by the abject poverty that most of the working class lived in. For simplicity, this time period lasted from 1800 to 1900.

MODERN

The Modern era started in about 1900. America and Europe were in direct competition for new inventions, many of which utilizing the new technology of electricity which was available for the first time in massive amounts. Since then, the level of technology has increased exponentially, giving us everything from refrigerators to silicon micro-processors and more.

SUMMARY

This is the main description of the scenario and lists what is going on and what the players may have for starting options. This can be modified to adjust to an existing campaign or simply run as-is. Information for the players and their characters are also included in this section.

THE AGE OF REASON

INVESTIGATION:	5
LETHALITY:	3
PLAYERS:	4 TO 6
REWARDS:	2 XP PER CHARACTER
SETTING:	RENAISSANCE

The Renaissance was a glorious time in western civilization. Science began to gain a foot hold over religion in battles of witch craft versus natural phenomenon. An age of discovery had begun in the areas of medical science, nature, anatomy, architecture, and all areas of science. With those glorious advancements came a darker side, a side hidden from the public, half-whispered about only in the darkest of shadows. In the city of Venice, one of the hearts of the Renaissance, such a thing has happened. The once prosperous up-and-coming Raphatello Di Roma was disgraced in University by his ideas of using new inventions and chemistry to reanimate

human corpses. He was cast out of academia, excommunicated, and fled to the darker sections of the city.

Here, using the homeless and the desperate for his experiments, he has finally created his opus; the undead soldier. In the process of inventing and experimenting, it is rumored among those in the know that Di Roma has also changed himself into one of his own monstrosities, imbuing him with the ability to communicate with those he creates.

The characters cannot directly fight Di Roma without knowledge. Those who are connected politically to the aristocracy will know of the Viscount of Sardinia, a well-connected nobleman who keeps tabs on the occult. Those of the middle class may have contacts and dealings with his two main henchmen, Cotton and Pauli, who collect information for him, sometimes in a less than subtle manner. Those of the lower class may just hear the rumors among their fellow vagabonds and should have a heightened sense of danger in this scenario, as they may be targeted at any time.

Di Roma's lair is hidden in a catacomb beneath the city, an old abandoned sewer system that is not even shown on DaVinci's blueprints. He has thirty guards, five of them are Slow, twenty of them are Shamblers, two of them are Hunters, two of them are Thinking, and one of them is a Scavenger. Di Roma himself is a Zombie Lord and commands each of the zombies to perform their tasks. Most of the time, that task is defense, or in the case of the Scavenger, to keep combing the surrounding sewer system for use-

ful items, including more bodies for Di Roma to experiment with.

AT ALL COSTS

INVESTIGATION:	1
LETHALITY:	5
PLAYERS:	4 TO 8
REWARDS:	3 XP PER CHARACTER
SETTING:	ALL

A person of note has been lost in an area known to be frequented by zombies. This contained area is forty miles on a side and can be on any map in any kind of landscape, though wilds, forests, and swamps work the best. However, in a more modern setting, a destroyed urban area works just as well. There is an unlimited number of zombies in this area and they can come in through caves, bogs, dens, under ground structures, the surrounding environment, and least of all, through adventurers that become infected while entering the area.

The method of travel of the person of note will change through the various times of the adventure's setting. In ancient times, it could be a group of traveling merchants, perhaps with horses, or perhaps the target was simply walking. In modern times, the incident could have happened due to a downed helicopter or other surveillance vehicle.

The characters will be contacted due to either personal relationship to the person of note, working relationship to the person of note, or because the characters are mercenaries. The adventure calls for four to eight characters, and if there are fewer, there will need to be non-player characters provided in the person of note's entourage.

However, getting in is only half the problem; the characters must then get out alive, with the person of interest unharmed. Zombification is quick in this scenario, killing the affected quickly and causing them to rise in a short time, so there is little risk of the characters unwittingly spreading the plague out into the public. However, the more noise they make as they fight their way to the person of note, the more zombies will be attracted to them. It is highly unlikely that many of the characters will survive this scenario, and it will be luck that keeps them alive as much as their quick wits. All the zombies in this scenario are Scavengers, but the only types of zombies in this scenario are former humans.

BEHIND ENEMY LINES

INVESTIGATION:	2
LETHALITY:	4
PLAYERS:	3 TO 5
REWARDS:	3 XP PER CHARACTER
SETTING:	VICTORIAN

This short scenario is designed for a gaming groups that need to run shorter adventures due to time constraints. It takes place in America during the American Civil War. During this scenario, the players' characters are Union troops that are heading deep into the swamps of Louisiana, investigating disquieting reports of Rebel soldiers that are rising from the grave to continue fighting the Union Army. In fact, that is exactly what is happening.

Feeling that the South would lose the war, an undistinguished Second Lieutenant contacted relatives in the Caribbean for assistance. What he got was a small, weathered Caribbean native with a large assortment of cargo, most of it dusty bottles and odd boxes containing things that did not invite further investigation. This man reanimated the bodies of three fallen Rebel soldiers, turning them into Hunter zombies.

The North has heard of these monstrosities and they have dispatched the players' characters to scout through enemy lines and deal with the problem. They are given a map which shows a break in the Confederate troop movements that will allow a small group of soldiers to pass through, but not a larger platoon that would be better equipped to handle the situation.

The Hunters are found near an abandoned plantation, the barn and the chicken coop are burned to ash; the manor is the only building still standing. The characters should encounter one of the Hunters on the road to the farm, possibly far enough North that the fight with it might alert Southern troops in the area, forcing the characters to lay low for a while. The zombies, being standard Hunters, have a slow-acting infection.

Even if the characters succeed in their mission, there is a chance that they will have been bitten and might escape to the North, or even be killed by Rebel soldiers. Either way, it is likely that the infestation will spread beyond the original three zombies, and in either case, it is likely that this adventure will cause sequels that could easily become part of a longer running campaign.

BLACK ICE

INVESTIGATION:	3
LETHALITY:	3
PLAYERS:	5 TO 7
REWARDS:	3 XP PER CHARACTER
SETTING:	ANCIENT

The glaciers are starting to recede, the world is warming up on a scale that the oral histories cannot recall. The tribes who depend on the arctic animals for their ways of life are being forced to change; many of which have already faced extinction because they could not do so in time. One of the tribes to the North may be such a tribe, and your village elders want to know what has happened to their long-time hunting and trading partners.

This scenario is geared to do just that. A small group of tribesman has been gathered to travel North and find what's left of their companion tribe. If there are people there who need assistance, they need to be brought back. If the tribe is okay, simply report back to the elders. If the tribe has been destroyed or has moved on, the characters are to scavenge what they can and bring it back so that it will see use and not go to waste.

When the characters arrive, they see what no one has ever seen; a giant hollow has opened up in the ice, swallowing the entire village. Every hut, every fire ring, every villager seems to have been swallowed to the bottom of the icy gorge, which the characters cannot see the bottom of. The rift is over 1000 feet deep, and the characters can see rubble on small ledges on the way down into the darkness. If they follow the village elder's words, they should at least try to salvage some of the scattered supplies. Animal hides, lumber, rope fragments, stones; all can be seen as the crevasse seems to swallow even light. There are some larger pieces of ice and some

boulders that rope can be affixed to if need be, and there's enough rope close to the top of the abyss that the characters can climb safely down and get if they don't have any with them.

As soon as they get into the cavern, they hear it; the soft moaning wails of sorrowful pain. If the characters make a Notice check and get a raise, they can see subtle signs of movement at the bottom of the rift. The deeper they go the more they can see. Small groups start to clump together, still not speaking recognizable words, but the villagers are gathering near the bottom end of the rope.

Again, characters making a Notice check with a raise will notice three things; the villagers have a frostbitten look to them, they are moving slower than they should, and most of them are sporting broken limbs and not seeming to notice or care. The zombies in this adventure are Shamblers, Children, and Babies, but for movement, they are treated as Slow zombies because they are frozen and barely able to move. In the village, there were 150 adults, fifteen children, and ten babies, all of which have been turned into zombies, all of which have chunks bitten out of them. Where they were bitten, the red meat glistens in the little bit of light there is to be had.

As the characters explore (or flee) they will see that there is a larger cave to the back of the crevasse, one that has had a natural gap in the rock expanded and worked to be turned into a doorway. There are ancient runes carved into the stone around the door, apparently some sort of protective rune, meant to keep something sealed in. If they players explore, they will find a Zombie Lord inside, waiting for them. He is less than friendly with the characters and will immediately try to bite them if confronted in his lair.

If the characters survive, they may have more than resources to bring back, especially if one of them was bitten. The incubation time from the Zombie Lord is much too long for the effects to show up before the characters try to make it out of the crevasse and back to their tribe.

THE FORSAKEN TEMPLE

INVESTIGATION:	2
LETHALITY:	4
PLAYERS:	5 TO 7
REWARDS:	VARIES, SEE BELOW
SETTING:	ANCIENT

The Forsaken Temple has long been known to exist, deep within the dark heart of the forest. Even the ancients knew this was a place of great power, built by a people who had advanced knowledge of stone, metal, and construction. The forest around the Temple is twisted and weird, a dark remnant of the ancient practices committed in the name of heathen and forgotten gods. However, they had artifacts of extreme power, and those artifacts have buyers; for those brave enough to travel deep into the forest.

This scenario is set up to be any number of things; but at its center are the temple and the surrounding areas. The temple can be as simple or sophisticated as the campaign merits, and this scenario can use any temple floor plan. However, the temple should have a few rooms and perhaps a hidden basement. It can also be a multi-floored ziggurat, a pyramid, a gigantic pagoda, or even something out of classical Greece or Rome.

The items of value that the party is supposed to retrieve should be campaign specific, but items of mythology work just as well. Anything from the Golden Fleece to the Hammer of Thor, or even a map to the legendary lost continent would all work to draw sufficient interest. The zombies in this adventure are assumed by those who have seen them to be nothing more than diseased, cannibalistic humans. However, those who have traveled deeper into the dark heart of the forest know that these are the animated bodies of the dead, and they have an undying hunger for Human flesh. The zombies do not stray more than twenty miles from the Temple.

Once inside the temple, the zombies should escalate in difficulty, forming a tier of zombies that should become frighteningly more and more lethal.

The zombies that are found between ten and twenty miles from the Temple are Slow, those found around the temple and out to ten miles are Shamblers, those found within the temple are a mixture of Scavengers and Hunters, and they are all at the command of a Zombie Lord. Depending on the advancement of the characters, there may even be a few Shadow Stalkers thrown in for good measure.

The ancient armor that the zombies have was once superior to the armor and weapons that the party has, but centuries of rotting in the middle of the forest have taken their toll and the zombies carry them only for decoration or out of habit (or because they've been commanded to by the Zombie Lord). Depending on additional supplements, the Shadow Stalkers and Zombie Lord may be carrying items of ancient power.

The reward of this adventure can vary significantly with the number of zombies and the size of the temple, not to mention the approach of the party. Rewards should be given out in a fair manner keeping all of these factors in mind, and not forgetting role playing as well.
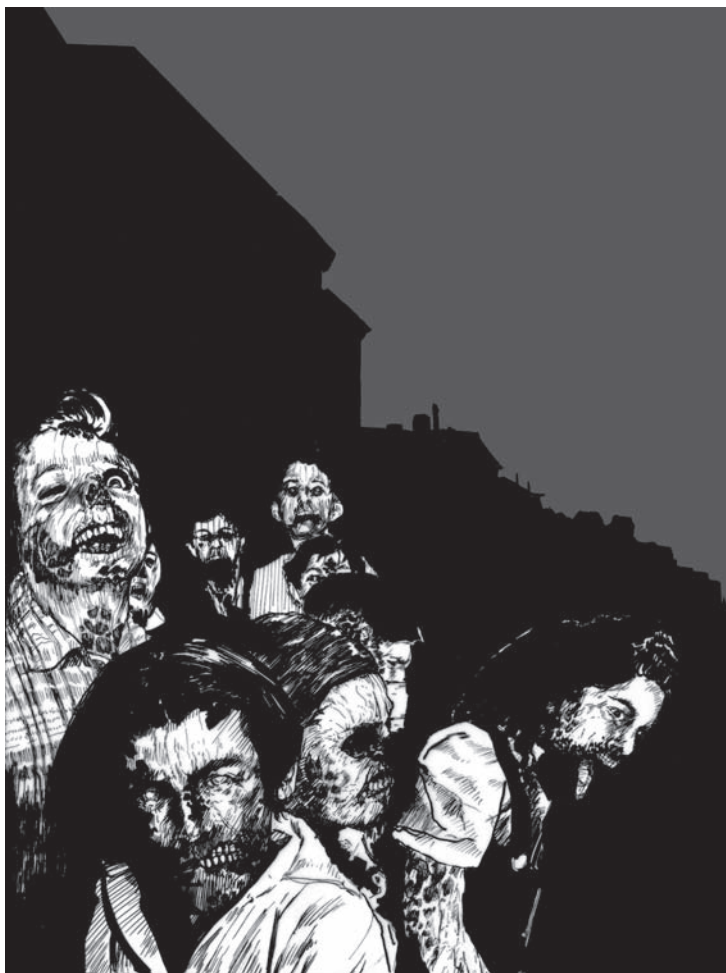
HELP IS ON THE WAY

INVESTIGATION:	1
LETHALITY:	5
PLAYERS:	4 TO 7
REWARDS:	3 XP PER CHARACTER
SETTING:	MODERN

The zombies came up hard, fast, and out of nowhere. Now you have to band together with whoever is left; you have to survive. You managed to get your way into a department store with a group of people in your exact situation; caught unaware, unarmed, and scared as hell. All hope is not lost; there are reports that the National Guard is evacuating people, and your one link with the outside world, a CB Radio, has alerted them to your location and they're coming to get you. They can't get through the zombies to get to you for another 48 hours, but help is on the way.

The characters are trapped. The department store is completely isolated from the shopping center it shares the parking lot with. There's nothing but 400 yards of asphalt and a ravenous horde of Rabid zombies between them and certain salvation. As it is, the party isn't at the mall; they're stuck in some rinky-dink store that should have gone out of business long ago. There's food in the vending machines in the back (along with the infected Store Manager), and there's plenty of water to be had, but the building is not secure and it's only a matter of time until the party has to think fast and use their wits before the zombies start tearing down overhead doors and breaking glass to get in.

The store can be any department store that the GM and the players are familiar with. It should have a wide variety of departments; clothing, sporting goods, toys, and of course, housewares. The players need only survive for 48 hours of game time, which may end up being significantly more than a single gaming session, but it could also be drastically less.

The twist on this scenario is that only the desperate survive the initial wave of zombies; the party has very little in the way of possessions among them. The possessions must still make sense for what the characters should normally have, but even then, keep in mind that the char-

acters had to run and run fast in order to survive to get to the store. It is advised for equipment that the characters have only what their players have on them when the characters are made, plus one item that the character should have (a policeman could have a side-arm, whereas a librarian probably wouldn't).

HELP THEM?

INVESTIGATION:	5
LETHALITY:	3
PLAYERS:	3 TO 5
REWARDS:	4 XP PER CHARACTER,
SETTING:	MEDIEVAL

The village of Mon de Somme has been quiet for sometime. After no one from the village showed up at your village's Harvest Festival, the Burgermeister (Mayor) has requested that the party go and see if they need assistance. When the party arrives at Mon de Somme, they quickly realize that something is wrong, very wrong. There aren't any animal noises to be heard, no sounds of work or civilization; the only noise to be heard is the slow breeze moving gently through the towering pines. When the party approaches closer they can see that there are still people moving in town, but they look like children. As they venture closer, the children look like they've contracted a horrible disease; upon further inspection they are found to be zombies.

The children of the town are under strict orders from a child Zombie Lord to not attack any adult that comes from the forest, but to lead them to the Church where the Zombie Lord has set up a base camp. When the party is finally brought there, they are told the tale of how the pale, hairless men came from below to take all of the adults. Those who resisted were bitten and cursed. Those adults in-turn passed the curse on to their children and now there are no adults left in the town, all of them have been taken below. The children are convinced there's a cure for the disease, and their leader, Liam, will beg the party to go down and find it.

Sadly, there is no cure aside from destruction. There is, however, a total of 327 Shamblers and one Zombie Lord in a catacombs under the Church (or Temple, depending on setting). There can be as many levels or as few as is

deemed necessary by the GM, but the catacombs should be immense, representing over a millennium of buried dead from Mon de Somme and the farms and hamlets in the surrounding area.

THE HORDE

INVESTIGATION:	1
LETHALITY:	5
PLAYERS:	3 TO 8
REWARDS:	2 XP PER SESSION
SETTING:	RENAISSANCE

The new windmills churn silently in the air, invisible hands moving the sail cloth and oak as the miller completes his tasks. In the distance, the new bells of the Church echo across the country side, ringing across the deep glacial lake and reverberating off the mountains. A small flock of blue birds darts and flits among a gathering of swallows. The only clue for the shepherds and farmers in the valley that something is amiss is that the bells keep tolling; they are not signaling noon, they are giving a warning. Invasion from the East and especially the Near East was something that the Renaissance in Europe didn't worry much about. They were more tied up in the political battles in their cities; some among the aristocrats, some among the bankers, and some among the royalty. War was almost continuous, and the advent of the gun had made it even more bloody and deadly than any of the millennia before. The East was nearly forgotten as news of new frontiers came back from across the seas and colonies were set forth.

From the darkest parts of Asia, the first waves struck out. They were hedged West by the Great wall and by the sparsely populated tundra of Russia. Creeping along the Black Sea like a plague, they came, destroying everything, leaving survivors only by accident. News of the Horde traveled like wild fire across Europe, and advanced scouts of the throng generally became the harbingers of the Horde itself, each of them inflicted with some kind of plague that was unknown to the Age of Reason. It didn't take long at all for the undead to march through the Balkan states and they were slowed only by the Alps.

Now, over a million in number, they are at the door step of the Holy Roman Empire, and hard decisions have to be made by everyone in the world. The party is made up of such people; a defense against the Horde must be made, and it is made clear that they have no will to accept terms of surrender, negotiation, or practice any form of leniency. To make matters worse, everyone they attack is either brutally cannibalized or they are attacked by tooth and nail and afflicted with the horrible plague themselves. Running to the New World seems to be a viable option, but letting the Horde overtake civilization is clearly not.

This set up, while obviously geared toward Europe, can be placed in any similar setting. The Renaissance saw great development of ideas in all

fronts, especially militarily. Cannon and muskets made slaughtering the masses even easier, and against a mindless army of undead, they remain to be good weapons. However, in every army there are leaders, and those leaders are remaining suspiciously absent. It is the goal of the party to strike against these leaders, defend towns and villages as appropriate, and defend all man kind from the crushing onslaught of the Horde.

THE HOTEL

INVESTIGATION:	1
LETHALITY:	5
PLAYERS:	2 TO 6
REWARDS:	3 XP PER CHARACTER
SETTING:	MODERN

The dark heart of the city contains a lot of run-down Hotels that were once grand and opulent. Years of neglect and mismanagement have not been kind to them; the neighborhoods they are located in are slowly turning from their 1950's splendor to gang-controlled territory. However, the managers don't ask questions, they don't ask for ID; they only ask for cash and a name. The Majestic is one such Hotel, and it makes a perfect spot for characters to hole-up and recover from their latest mission.

This adventure is best used as a bridging adventure. After the party completes a mission, they will probably need some recuperation time at a conveniently located hotel in a bad part of town. The Majestic is just such a place. Ten stories of rooms, elevators that have been out of service for years, and a maelstrom of zombies. The party should be nearly recuperated, otherwise they will not survive.

Twenty Rabid Zombies come out of nowhere. These could be the first of an upcoming plague, or it could be that this is the first time the zombies have penetrated this deep into the city. However it happens, the unsuspecting hotel patrons are slaughtered on site, quickly turning to zombies as the affliction moves through their bodies. The only saving grace for the party is that the only rooms that would work for them are on the 4th floor and the screams of people and the strained roars of zombies alert them that something is very wrong.

There are too many zombies to escape through the lower levels, so the only solution is to go up. The building has a roof that can offer a little bit of shelter and maybe just enough time to attract a news helicopter or some other form of attention and the party can be extracted. All they have to do is survive for 6 hours.

HUNTING

INVESTIGATION:	1
LETHALITY:	4
PLAYERS:	2 TO 8
REWARDS:	VARIES
SETTING:	ANY

It's been the better part of a decade since the Zombacalypse. Those who survived got wise to the way the affliction spreads, huddled around resources and radically changed their life styles. The zombies are held largely at bay by defenses, though occasionally one slips through the defenses. Such situations are dealt with in a way that is best for the community.

There are brave souls that feel the need to use their special skills to go out into the Wilds and try to thin the zombies out preemptively. These Hunters are as well equipped as they can be, but the expensive gear is left inside the city; if the Hunters don't come back, then the zombies can get access to it. Normally that wouldn't be a problem, but there's alarming trends being seen in some locations with zombies using tools and items in clumsy but intentional manners.

The only purpose of the Hunters is to go out and put down as many zombies as possible. Most of the millions upon millions of zombies in the world are Shamblers. However, there are more and more scavengers and Hunters being seen, and there are whispers of zombies following orders from other zombies.

Characters living in this type of world have a large degree of latitude as far as what they wish to do. Some eras are better equipped to deal with the Zombacalypse than others, but largely, after the armies and military compounds of the world are over-run, all eras become the same. Food, fuel, shelter, weapons; all become of vital importance and the rules for acquiring them and keeping them change sharply.

LAST BASTION OF HOPE

INVESTIGATION:	1
LETHALITY:	4
PLAYERS:	3 TO 6
REWARDS:	1 PER SURVIVOR RESCUED
SETTING:	MEDIEVAL

Deep in the heart of the Woods, Hope has stood as a watch tower for over 400 years. The old fort has been added on to several times, namely the outer walls and a third story. As the owners could afford it, the small watch tower not only began to peek over the tops of the tall oaks and elms around it, but it began to be dug deeper as well. Hope now has three stories above ground, and three below, the deepest finally tapping into an aquifer. Between that and the food stocks that the fortress always keeps on hand, they were well equipped when the Zombies started coming out of the woods.

Nobody knew where they came from, and for the time being, no one cares. They simply know that the zombies are real, they are here, and there seems to be a never ending supply of them. Hope has been declared one of the last bastions of survivability in the woods, but there are several pockets of survivors. Hope has plenty of food and water, but it is running out of other supplies, and several key members of the keep have been killed during the defense of the keep. It is the job of the party to go to local towns to scout for survivors. A form of communication using smoke signals and fires has been established, and for now, the small settlements are keeping the zombies at bay.

This scenario uses Shamblers, and there is a never-ending supply of them. Some of them are commoners that have been turned, some of them are risen dead, having just enough of a body to be able to move and attack. As deep in the woods as Hope is, there are not that many zombies around it, but there is an ever-present throng of them that number just below one hundred. Every time one is killed, one more shows up. The spaces between populated areas are relatively free of zombies, but they are not uncommon by any means.

The goal is to get as many people and supplies escorted back to Hope as the party can. The number of people needed to maintain Hope is up to the GM, and every one of them that is rescued nets the characters twenty skill points each. In theory, the scenario could easily become a campaign, taking several gaming sessions to fully develop and play out. Alternatively, it could be over in a day, with the party having rescued five or ten survivors from the neighboring towns.

LEFT BEHIND

INVESTIGATION:	2
LETHALITY:	5
PLAYERS:	4 TO 6
REWARDS:	3 XP PER CHARACTER
SETTING:	ANCIENT

The tales of the advancing army from the South were legendary; almost epic. An unbeatable army, filled with immortals, able to keep fighting after sustaining wounds that would cleave mortal men in half. They spread like a plague, the fallen joining their ranks without question, adding to the immortal horde that is washing like a black tide over the land.

Most of the army that stood before the horde was slaughtered, the rest returned with horrific tales that drove the citizens out of their homes, fleeing North to the mountains and supposed safety. There's only a handful that didn't make it; farmers, soldiers that left the front or didn't make it to the battle lines, and shepherds that didn't hear of the advancing army. Everyone else has left, taking what valuables they could, iron weapons, bronze armor, money, and everything else they could carry. The party is composed of those who were left behind the retreating masses, composed of any number of soldiers, farmers, scientists, or philosophers.

What the party chooses to do is up to them. The horde invariably burns everything behind them, either intentionally or accidentally. The entire mass is made up of Hunters, and very few escape their attention.

They don't stay in one area long, moving continuously North, following those that try to evade them. This adventure can easily turn into a campaign seed, or perhaps the party just needs to get far enough North. There are

hard defenses up North; walls, fortifications, trenches, and above all, soldiers guarding all of it. All the party has to do is make it two days North through zombie scouting parties, finding resources to survive long enough to make it up to the North.

THE LOST COLONY

INVESTIGATION:	5
LETHALITY:	3
PLAYERS:	3 TO 5
REWARDS:	4 XP PER CHARACTER
SETTING:	ANCIENT

Nine years ago, Priam made an unpopular decision to send out three groups of settlers to expand the growing alliance of City States. This decision forced him into a ten-year exile, and while gone, his son, Archebbaddon, ruled quite honorably. Communication was frequent with the new colonies, and people forgot it was an unpopular decision that expanded their wealth. However, two of the colonies were placed deep beyond the explored world, into the dark parts of the continent where it is said that demons dwell and the dead walk among the living. After not having messengers and couriers return for the last six months, people are starting to believe it.

Archebbaddon has drafted several "volunteers" to go and work with the northern two colonies. They form a triangle with the main city, each of them being 2 days' march (about 60 miles) from the city, and from each other. In the center between the two colonies is an ancient, half-destroyed temple. The colony from the east found it and certain members tried pillaging the crypt, only to be attacked by the dead interned there. They were only attacked after they began robbing the crypts, but the damage was done and the zombies came up out of everywhere, biting and clawing all the invaders until they were no longer alive or had fled the temple site. The zombies did not give chase, but instead crawled back into their crypts, tombs, and cysts, waiting for the next group of adventurers to break into their homes.

All of the zombies created from the crypt are Scavengers; alert, aware of their surroundings, and aware of what they are. Some have embraced their zombieness, while others are reviled by it, unable to discover a way to kill themselves, unable to divorce themselves from the terrible hunger that is overwhelming them. The colony to the east has managed to keep them at bay, which has been no easy task given the level of knowledge the zombies seem to have about the city's defenses. The city to the west was pretty well over run, but a few of their members survived, pushing their former coun-

trymen out past the walls and locking down the city. Many of the former zombies of the western colony are still hanging around the city and are pretty much in the same situation of those at the eastern city.

The job of the party will be to get into the eastern city, get information, and get to the temple to see if there's a way to reverse the curse. The party, if they go about things wrong, may have to fight the guards in the temple. They are all Scavenger zombies, but due to the nature of their construction, they will only attempt to attack those who try to steal from the ruins.

The catacombs themselves hold little clue to what is going on. However, there is a structure buried beneath the catacombs, accessible through a stairwell that is concealed in the fake casket of the former god-king of the temple builders. The entire king's chamber is detailed in frescos and pictographs that detail the king's life and his cremation; quick players and their characters should be able to pick up on the fact that it makes little sense to have a large sarcophagus for a ruler that was cremated.

Opening it reveals a carved stone stair case that goes down to a small antechamber. The room is not lit, but contains ancient scrolls in racks lining the walls. There is one scroll that is laid unrolled under a crystal case upon an obsidian slab. The scroll is written in the same pictographic language as the writings in the king's chamber. The crystal case can be lifted off the slab with no ill consequence, and the scroll can be removed without causing attacks from the remaining zombies in the catacombs.

The west village has a stone that contains the modern language spoken among the cities, and a translation of the pictographs, so it can be at least deciphered. Once read, the curse does not stop the attacks from the zombies, it merely interns them as the dead were in the catacombs, lying in wait until someone comes by to threaten the city that they guard.

ORACLE ISLAND

INVESTIGATION:	1
LETHALITY:	4
PLAYERS:	3 TO 6
REWARDS:	3 XP PER CHARACTER
SETTING:	ANCIENT

Oracle Island is a small island with a single, ancient temple on it. The island sits in neutral waters between two rival civilizations and is surrounded by warring city states. The island is considered neutral territory, but all city states and civilizations in the sea basin area are bound by ancient law to consult the Oracle before going to war.

The problem is that the rules were violated. Two city states met on the island, surprised each other, and were slaughtered. Only survivors from the city state that the characters live in made it ashore before succumbing to their wounds and becoming Shamblers. Before they died and reanimated, they told the story of what happened; the slain dead rose again to continue fighting, and the Oracle is in grave danger.

A rescue party is rounded up after the Shamblers are dealt with, and the city is determined to save the Oracle before the zombies slaughter her. It is the job of the party to do just that. The problem is that when the pilgrims from the rival city didn't return, they sent out a full trireme full of armed marines. Now, between the initial groups and the marines, there are ninety zombies on the island, and the Oracle is depending on divine favor to save her.

QUARANTINED

INVESTIGATION:	5
LETHALITY:	2
PLAYERS:	3 TO 6
REWARDS:	3 XP PER CHARACTER
SETTING:	VICTORIAN

In 1870, something is rotten in the state of Denmark; or at least in the city of Arkham, Massachusetts. Without warning, the Army surrounds the town, not letting anything or anyone in or out, constructing barricades around the town and establishing heavily armed check points on

the main roads in and out of the peaceful burg. Word spread quickly of the dead rising from the grave and they are feasting upon the living.

The entire town is quarantined. No one in or out, including transportation of food or attempted rescue. The party must survive for eight days, and after those eight days, the Army will march through and put down anything undead that's left standing or anything that's been bitten by the zombies. All the zombies in this adventure are Shamblers, and by the time the characters get to react, most of the town has been zombified, leaving only a handful of survivors besides the party to serve as a distraction or to employ as allies.

To make matters worse, many of the buildings that hold useful supplies have already been targeted by survivors. They have either been completely looted, completely locked down, or worse, one of the survivors that got there previously was infected and has been zombified.

THE QUICK AND THE UNDEAD

INVESTIGATION:	1
LETHALITY:	5
PLAYERS:	2 TO 4
REWARDS:	3 XP PER CHARACTER
SETTING:	VICTORIAN

The spring rains came heavy and early to the High Plains this year, forcing many local residents into the ramshackle town of Breakridge. Once a booming mining community, the silver ran dry, then the liquor, and now the near-ghost town is beginning to fall apart slowly. The judge hasn't been seen in months, and the sheriff is as corrupt as corrupt can be; looking the other way, or sometimes even assisting with crime for the price of a few ounces of gold. Now with the rain driving desperados and country folk into the town, there's another unwelcome guest in town A Shadow Stalker has taken up residence; hungry, aching for a good hunt.

Using Civil-War era weapons in this scenario makes it even more challenging to deal with the Shadow Stalker. Using horror in this adventure makes it almost impossible; but due to the heavy rain and the low visibility, it is almost impossible to detect the true nature of the

Shadow Stalker before he's on his prey. He's not there to turn people into zombies, merely to feast, and all the party has to do is kill it before it kills them. There are no second chances in this bloody battle to the finish, and once the Shadow Stalker sights its next meal, it never stops the hunt.

SCORCHED EARTH

INVESTIGATION:	2
LETHALITY:	4
PLAYERS:	3 TO 6
REWARDS:	4 XP PER CHARACTER
SETTING:	ANY EXCEPT ANCIENT

The zombies have been slowly conquering territory for some time now. The governments, tribes, and clans have decided to band together to get rid of the scourge, and with extreme prejudice. The only thing capable of the damage that they need to do so is fire. Lots and lots of fire. Slowly the humans pull out ahead of the zombie front, setting fire to everything behind them, hoping to deprive the zombies of food, opening up clear lines of site to pick them off as they try to advance through the smoke and ash, and maybe even kill a few of them in the process. So far, it's working, but tensions are getting high from all of the enemies working together and the decision has been made to create a joint task force from all the tribes, clans, nations, and empires.

This task force will be given the charge of striking through the lines of Shamblers and taking out whatever leadership capacity they have, as well as setting secondary fires (or providing targeting information in modern settings) to take as many out as possible. Time is of the essence as every step of every zombie brings them closer to a population that is getting hedged in more and more and becoming more desperate, creating problems that the alliance is unable to deal with.

SEARCH AND DESTROY

INVESTIGATION:	1
LETHALITY:	5
PLAYERS:	4 TO 8
REWARDS:	VARIES
SETTING:	ANY

The world has been zombified completely except for small pockets of "civilization" that are clinging together by the barest of threads. Those people who remain are in walled up compounds that serve as an oasis against the writhing flood of zombies trying to attack. State of the art weapons have begun to see their limitations: ammunition is running low and moving, breakable parts are getting hard to replace and repair. For that reason, the Undeath Squads have been formed; teams of men and women that have a violent streak in them a mile wide and are psychotic to boot. Many of the Undeath Squads are criminals of the worst sort that are fighting for their freedom: ten years of service and they are free.

The characters are thrown into this psychotic maelstrom. The aristocrats of the world are trying to retain the finer things in life, built off the sweat, blood, and bodies of those under them. The lords of the underworld are enjoying free flowing drugs, booze, and prostitution as they rake in cash from the lower classes. The world around them is filled with ravenous killing machines and it is probably left up to the party to do as much damage to the zombies as they can.

The zombies in this scenario are all Rabid zombies. Occasionally they find their way into various strongholds, but they are dealt with swiftly. What the fortresses really need is supplies, not defense. The job of hunting and gathering is the other unsung task of the Undeath Squads. The news doesn't promote the benefit of resource gathering, just that the Squads are crazy as hell and almost as bad as the zombies when they've completed a tour and are released into general population.

SEARCH AND RESCUE

INVESTIGATION:	3
LETHALITY:	4
PLAYERS:	4 TO 6
REWARDS:	4 XP PER CHARACTER
SETTING:	ANY

The world has been in the grips of a total Zombacalypse for a few months. Things have simmered down, communications are slowly being restored via unorthodox means, but it is apparent that the larger pockets of survivors are not the only ones that remain. Smaller groups remain trapped out in the new wilderness, sometimes just solitary people that need to get rescued, and sometimes they're people of importance. Most importantly, they're people, plain and simple. There are more than enough resources to support them and at this point, any help you can get is help for everyone.

It is the duty of everyone to help out, but the players' characters are in the best position for it for one reason or another. They have been charged with going out into the throngs of Shamblers and investigate reports of survivors. Sometimes these survivors are holed up in well maintained fortifications, some times they are not. They are all skeptical of the intentions of the party, and they may be reluctant to leave, thinking themselves to be safe.

Some will take very little convincing, and some may be hiding within a known area so well that it will take a few hours to find them, and those precious hours bring the zombies nearer and nearer.

SECONDARY OUTBREAK

INVESTIGATION:	2
LETHALITY:	5
PLAYERS:	3 TO 6
REWARDS:	3 XP PER CHARACTER
SETTING:	ANY

The potential Zombacalypse has been contained. The threat has been completely neutralized, and people are starting to move back into their homes to reclaim what is left of their lives. Things are pretty peaceful for a few months and then the infestation flared back up. This time they were meaner, tougher, and harder to kill. This time, they were back with a vengeance, and even the lessons gleaned from the last infestation are of little use.

The party is caught up in the panic. This scenario needs to stem off from another previous zombie scenario to be totally effective. The players and in turn their characters need to have a very clear picture of how to kill zombies and then have the second generation zombies throw them completely off track. If this scenario is not based off another scenario or adventure, then the would-be previous scenario needs to be planned out by the GM in advance, and the zombies of this scenario need to be adapted as if they were infected at one level higher in four random zombie traits.

This scenario can easily be used to bridge between scenarios, using any appropriate scenario for the first outbreak and then this scenario, followed by any other scenario of the appropriate time frame. Each scenario could be a standard campaign length, or it could be simply a few hours of play strung into a multiple-session game, with some creative story telling on the part of the GM to fill in the gaps.

SIEGE

INVESTIGATION:	1
LETHALITY:	4
PLAYERS:	2 TO 5
REWARDS:	3 XP PER CHARACTER
SETTING:	CLASSICAL

In the pinnacle of architecture and military planning, the dead have come back to seize what is

rightfully theirs. Gothic architecture, superfluous fortresses and castles designed to stand both ballistae and cannonade are the last defenders of man's hope. It's not a question of whether or not the walls will last, it's a question of whether or not the infestation will find its way in and at what cost of human life will result.

The characters may be anything from scullery maids to the lord of the manor. Maybe there is no aristocracy and peasants have overrun a sanctuary, or worse yet, maybe there are no peasants and there is only aristocracy left to defend themselves. Whatever the case, the party is up against Thinking zombies in this particular scenario, and the players should have a lot of hard work and problem solving set before them while this scenario runs its course. After all, no fortress is perfect, and while the wall may be unbreakable, it doesn't mean the zombies can't figure a way around it.

The siege ends when all the zombies are dead or when all the characters inside the stronghold are dead. There are seven hundred fifty zombies outside all trying to get in and only twenty-five people in the stronghold. As an alternative to players having access to single characters, all twenty-five characters in the strong hold could be stated out. As one player loses a character, they simply start back up with a new character, adapting that character's attitudes and derangements as they have been laid forward by the GM.

SURVIVE

INVESTIGATION:	1
LETHALITY:	5
PLAYERS:	4 TO 6
REWARDS:	NONE
SETTING:	MEDIEVAL

Zombie hordes have swept across the war torn planes and steppes of the East. They are now creeping into Europe, their kind spreading with every victim they attack. It is now the homes of the characters that are threatened. So far, none who have stood up to the zombies have survived, and those who try to run are hunted down and killed, becoming zombies themselves.

This scenario is designed to be a total party kill.

The only sport in it is an exercise in creativity in a Total Zombacalypse in the medieval time frame. The characters are up against an even number of Hunters and Rabid zombies who are working in conjunction via a few well placed Zombie Lords. It may be possible to out run and out wit the zombies, but it is certain that the zombies will be able to outlast the characters no matter how well they have holed themselves up. It's only a matter of time before they run out of food, water, or sanity.

Going into a scenario like this, some players may be dismayed to know the outcome, some may welcome the challenge, and some truly gifted minds might find a way out of the problem and actually survive. There is an unlimited number of zombies and they all know that their prey is close, so the players will have their work cut out for them as they try to navigate their characters through the maze of carnage and death that this scenario unfolds.

TEST SITE ALPHA

INVESTIGATION:	3
LETHALITY:	4
PLAYERS:	3 TO 5
REWARDS:	4 XP PER CHARACTER
SETTING:	MODERN

The government has a terrible new weapon, one that has been explained to them as turning a nation's own troops against the people they protect and against each other. After testing this new chemical agent, the experiment spiraled out of control and the whole site was quarantined. The quarantine has failed .

The characters are caught up in this area, hopelessly lost on a shortcut described by a gas station attendant as they are on a road trip across the American South West. After some irreparable car issues, the characters are lost without transportation, and the sun is just starting to climb high into the sky, its white-hot temperatures searing the characters and their environment. Cell phones are out of range of towers, there's no CB Radio in the vehicle, and the day just keeps getting hotter and hotter. It's too hot to walk anywhere, and even the characters should be able to figure out their best odds are to wait until the cool night to try to venture off.

But there are eyes on the party. Hungry eyes. Eyes that know their best bet is in the dark when their prey can't see as well, and the odds for attacking them are better. The characters are stalked one at a time, each one being drug off to Test Site Alpha. The mock-up town has been shredded by the zombies, by the survivors, and by the ravages of the hot desert winds. The Scavengers have been dragging people here for years, storing them in an old grocery store, using the coolers to keep them semi-fresh as they are rationed out to the "townsfolk."

The party will need every ounce of resourcefulness that they can muster in order to escape this scenario; there are fifty Scavengers and one Zombie Lord in the small town. There are no operable fire arms in the town, but there are some knives, axes, and one gas powered chainsaw used for dismembering and butchering meat in the town locker. Even if the characters survive the encounter, they still have to make it out of quarantine area and then out of the desert.

TOTAL ZOMBACALYPSE

INVESTIGATION:	1
LETHALITY:	5
PLAYERS:	4 TO 8
REWARDS:	5 XP PER CHARACTER
SETTING:	ANY

Overnight, the world changed. The dead rose from the grave, attacked and killed the living, who in turn rose to feast. The characters are the lucky ones who survived, and that's only if you consider surviving in a world in the grips of a total Zombacalypse to be lucky. Safe havens must be found, but not all havens are created equal, and some areas may be quick to be overrun. Help from the government may not come, may have been slaughtered, or worse.

The characters do not know each other. They aren't armed to the teeth; they have whatever they could grab as they escaped the horror of watching their world crumble around them amidst screams and gore. Party dynamics might be shaky at first, or may not form at all. Resources will be fought over, survivors will be found and hard decisions will have to be made about letting them in.

In a Total Zombacalypse, the characters are probably not aware of what is causing the infestation to spread or how it is transmitted. In a non-modern campaign, it is doubtful that the news of how it spreads will even reach the characters, or even news of how much of the world has been affected by the infestation. Modern characters will only be able to get glimpses of this before the television stations are taken off the air. Reports could come in through HAM radio operators or other methods of communication.

The world as the characters knew it is gone. The zombies are Rabid and death is almost assured. One false step, one door not checked, one window not boarded over, and the survivors go from alive and well to a buffet on foot. Surviving this scenario for a few weeks in-game is a nightmare. Surviving this scenario in prolonged campaign takes some quick thinking and a willingness for the team to make sacrifices, and even then, the outlook is almost 100% chance of gruesome death.

UNCHARTED WATERS

INVESTIGATION:	3
LETHALITY:	5
PLAYERS:	3 TO 6
REWARDS:	5 XP PER CHARACTER
SETTING:	RENAISSANCE

The Renaissance heralded an age of discovery. Advances in naval technology allowed for larger, faster, and safer ships. Better navigational equipment was available, and the weather calmed enough to allow for more sail-worthy seas than there had been in the past. More importantly, there was money in Europe. Lots of money. All that free-floating gold was spent to finance trade route establishment, exploration, and war.

The HMS Intrepid is one such ship. It has rounded the tip of Africa and had a brush with pirates off the Horn. The encounter left the Intrepid uncaptured, but as a parting shot the pirate vessel unloaded with a salvo of chain shot and much of the rigging was cut and the main mast was torn to splinters. An unmarked equatorial island appeared to have a few trees that would be of sufficient size for a new mast,

it is simply a matter of getting crew up into the jungle to get it.

The island is quickly found to contain the shattered buildings of a lost civilization, or an unknown settlement from Biblical times. The captain is interested in exploring the ruins and sends the party members to do so. The characters may be of any mix, from slave to adventuring aristocrat, sailor in the service of the Queen to captured pirate. The team literally stumbles in to an ancient crypt that had been buried.

The dome has cracked away under the thin soil and the weight of a character at the top of it is enough to send the character through. The fall is short and the character will survive, though she may be a little worse for the trip.

Inside the low dome are stone sarcophagi that are arranged in a radial pattern, like the minute markers on a clock. Twelve of these 24 tombs have been broken into already, some have not. Those that have bear a most disturbing omen for the party: there are scratches in the soft sandstone lids, though they look like finger scratches. Scratches made from the inside.

Murals on the walls show the story of these catacombs, that the gods punished the once grand city-state by sending a plague that drove men mad and made their bodies and minds rot while they were still alive. Not even the King or his guards were saved from this horrible disease and those who did not yet have it built this mausoleum and sealed the stricken inside their caskets while they were still alive.

Further exploration of the catacombs reveals a twisted, multi-storied building. At the base of the building, three levels down from where the party first entered the catacombs, there is a throne room. The King is propped up in his throne and has two guards, one on either side of him.

The King is a Zombie Lord, the two guards are Shadow Stalkers, and the other twelve zombies in the catacombs are Rabid. If the characters make it all the way to the bottom level, odds are significant that they won't make it back out, at least not alive.

UNDEAD DAWN

INVESTIGATION:	5
LETHALITY:	2
PLAYERS:	3 TO 6
REWARDS:	5 XP PER CHARACTER
SETTING:	RENAISSANCE

The New World has been discovered, trade is flourishing, and gold and silver are flowing into the Old World. Precious metals, artifacts, and raw materials are not the only things making the voyage, however. New diseases, super viruses from older, semi-controlled viruses, and the mixing of new super bugs from Africa and the Americas has yielded a strange flesh eating disease that seems to cause a state of death in the victim, and then causes them to rise from the grave. This disease is washing slowly over Europe, spreading quickly to countries without interests in Africa, the Americas, or the East. The question isn't what should be done about it, but why it is spreading.

There are legends, dark legends, that come from the boarder countries of Eastern Europe. The legends of the Huns, the Mongols, and the Cossacks all mingled, telling horrific tales of dead that rise from the grave to feast on the flesh of their kind. It is in those countries that people speculate lay the ancient reasons and truth behind these wandering undead, and every country wants to see an end to this plague.

The characters may be of any nationality. Terrible wars shook the continent of Europe during this time period, and in many places, small kingdoms were still recovering from the Crusades as they were swallowed up into the nation states that resemble those we recognize today. A league of German bankers is fronting the expedition and they have a good place for the party to start; an ancient city in Moldavia that has been in ruin since the collapse of the Roman Empire. Locals stay away from it and it is said to house the ancient, lost Library of Josephus. It is in this library that the cure to the disease, or at least an explanation of it, is hoped to be found.

The zombies in this scenario are Shamblers. In the ancient city of Zakatur, the zombie numbers are large and the characters will have to treat lightly and slowly if they hope to make it out

alive. Ultimately the party will discover the ancient writings, mostly in Greek, some in Egyptian, that tell the story of an even more ancient civilization that had a method of dealing with the undead abominations. The preferred method of destruction in the texts is to decapitate and incinerate each zombie.

This adventure should run a significant risk of characters failing horror checks. The scrolls on zombies are not the only significant finds in the Library of Josephus, and even reading some of the books can cause the most stable of characters to lose their minds.

THE UNTAMABLE NORTH

INVESTIGATION:	3
LETHALITY:	3
PLAYERS:	4 TO 8
REWARDS:	2 XP PER SESSION
SETTING:	CLASSICAL

Centuries of campaigning in the North have left the land stripped bare and nations of people slaughtered. Celts, Gauls, Saxons, Normans, Huns, and Sarmations have all fallen to the blades of the Roman centurions as they threw themselves against the forever-marching shield wall. Now, after a millennia of war, something evil has awakened; its prison in the dark heart of the primeval forests obliterated. Scores upon scores of legions of the dead have risen to take back what is theirs, pushing the Romans from the frontier and back to Rubicon.

The North was almost impossible to tame, and in a historical sense, it was never completely Roman. The people were too hardy, the winters too harsh, the will of the people was too strong. In this scenario, which can quite easily turn into a long campaign, the characters are charged with going back into the North to cut off the enemy advance, claiming land in the center of the continent to attack the undead from two fronts. No one has time to research what is causing the undead; it is the will of the gods that they walk, but it is the will of man and strong steel that is putting them back down.

This campaign arc uses every type of zombie presented in this book. Shamblers are used as the main troops, Slow zombies are used in packs

for clean up, Hunters hunt and herd humans into position, Scavengers search for food and gear, and Zombie Lords orchestrate the whole war. It is rumored that there are is at least one Shadow Stalker that is keeping the whole attack organized, and countless millions of zombies are at its beck and call.

A campaign of this sort could easily last twenty gaming sessions, if not more. The GM ultimately decides what to do with the scenario, but due to the complexity of Europe at the time, the infrastructure of the Roman Empire, and the war engine that is available to switch targets from humans to undead, the Romans are in an excellent position to try to do something about the new neighbors. In the end, someone will have to drive the enemy back into the untamable North, making allies out of sworn enemies, learning new tactics, and using ancient tricks for the entire run.

UPRISING

INVESTIGATION:	1
LETHALITY:	3
PLAYERS:	2 TO 5
REWARDS:	5 XP PER CHARACTER
SETTING:	MEDIEVAL

The feudal lords have been treating their peasants especially harsh. Another cycle of plague has set into the hamlets on the fringe of his land and it is unlike any plague seen before. Those afflicted with it fall into a deathlike coma and then seem to come out of it on their own. They claim to have an insatiable hunger for meat and nothing ever seems to fill them up. The plague continues to ravage their body until they seem to literally rot off their bones. After consuming everything else to try to end the hunger, it was only a matter of time before they resulted to cannibalism.

The Zombies in this scenario are Thinking zombies, and most do not realize what they've become. Because of the non-existent medical care of this time, most people don't even realize that zombies are the walking dead instead of their normal friends. That realization comes only when they are being eaten alive by the victims of this horrible plague. The characters must decide whether they will ally with the

zombies as they march against their iron-fisted lord, or will they side with the lord and put the uprising down.

WE ARE DOING FINE

INVESTIGATION:	3
LETHALITY:	4
PLAYERS:	4 TO 7
REWARDS:	4 XP PER CHARACTER
SETTING:	VICTORIAN

The walking dead have been laying waste to everything around them for months now. The run-down castles and watch towers in the forests, long abandoned and left to rot, have now become important again. These shelters against the darkness communicate with each other via signals of smoke and light.

Unfortunately Ravensrook Tower has a problem; the signal keeper has died and risen as a zombie. He's already killed and turned three of the soldiers in the castle and for now the monsters are contained on the roof of the main tower. The major problem with that is that the signal flame is on the roof.

The tower is running out of resources; clean food and water are hard to come by and with the walking dead roaming the forest, it is too risky to send out hunting parties. It is thought that if a party of armed men go out to gather supplies the four zombies on the roof will see it and they will attempt to claim more men to their side while the castle guard is weakened. The zombies in this adventure are Hunters, and they are waiting patiently for either nature to take its course or insanity to set in. Either way, with no fire lit and no way to light it from any place but the roof, there is no danger signal, no call for reinforcements. For the time being, the whole world thinks that everything is okay at Ravensrook Tower.

WOUNDED INCOMING!

INVESTIGATION:	2
LETHALITY:	4
PLAYERS:	3 TO 6
REWARDS:	10 PER CHARACTER
SETTING:	CLASSICAL

The Great War against the north has lasted into the winter season, extending the campaign for two months past what is normally fought. The barbarians simply would not let up on the press and your phalanx was separated during the withdraw to the South. Your city state recognizes the problem but the senate won't send in reinforcements for fear of losing more men.

For that reason, every last solider in your unit is precious. If they can be saved, it is attempted. Five hundred of you are constantly harassed by the enemy; skirmishers hunt your hunting parties, sling stones and arrows come into the camp from the darkness. What's more is that the barbarians seem to have grown even more feral with the onset of the cooler months and they have changed tactics away from bronze swords and have resorted to sending in unarmed shock troops. These soldiers use their teeth and claws to attack, never tire, and seem to be nearly impossible to kill.

The commander thinks that they are just juiced up on something; berserkers. They seem to take prisoners, but what they do with them is unknown; no heads have returned, no bodies have been seen, and no ransoms have been made.

Without any warning, five of the men come back. They are badly beaten and they look extremely wounded, but are still managing to walk. When asked to identify themselves, they only let loose a hollow moan of a battle cry and lunge forward into attack. They can't be reasoned with and their eyes no longer hold the spark of life, only staring with milky, glassy orbs as they lunge for the necks of their victims, stabbing, clawing, and biting.

This keeps up for several nights until a group of actual survivors are half-slaughtered before it is realized that they are not these walking dead that have been sent back previously. With troop numbers down to four hundred and bodies disappearing nightly, it is wondered just how much longer they can stay. They are up against Scavengers, and each human they kill is taken back until it converts to a zombie. The camp is silent when the party hears the cry of "Wounded Incoming!"

APPENDIX 1: ZOMBINOMICON

The sheer number of zombies that are able to be created with this book is staggering. House rules, additional flair for individual campaigns and adventures can further enhance and customize the zombies found in these pages, all adding up to millions upon millions of zombie types that can be created from this book.

Naturally, we didn't include all of them in our Zombinomicon. We did, however, create eleven basic templates that are created using NPC types from our Wellstone City book, creatures from the Savage Worlds Core Book, and the zombie creation rules found at the beginning of this book. These eleven zombie types are listed in alphabetical order and each has their own zombie sheet found at the end of this appendix that are free for you to make copies. Additionally, more zombie sheets can be found at the Silver Gryphon Games website. These free-for-download sheets are blank, but additional zombie types may also be found there, as well as adventure specific zombie types.

ZOMBIE, ANIMALS

There are a great number of ways that zombie animals could be created. Perhaps these animals were created as an experiment and those animals became zombies. Perhaps the zombie plague afflicts all manner of animal life and these creatures were simple casualties of the infestation. Even more menacing could be that a super disease broke out from some dark corner of the world and was transmitted to human population via contact with those animals, and subsequent contact with the aid workers called in for relief.

However these creatures end up in the game is ultimately up to the GM. There is no reason to include them in a zombie game, however, there is no reason to specifically disinclude them either, unless it is deemed that they cannot become zombies.

Undead animals serve largely as killing machines. They attack indiscriminately and they are incapable of possessing more mental capacity than they did while alive. They are predators of convenience. However, as with most things in life, this destructive force can be used for methods outside the normal paradigm. Packs of zombie dogs roaming the streets are scary, but an opponent keeping zombified rotweilers as guard dogs is even more harrowing.

Additionally, there's no reason that zombie animals can't be made out of other zombie types. Imagine a Hunter zombie German Shepherd. What about a Scavenger Anaconda? Why not a Shadowstalker Silverback Gorilla? The sky really is the limit, but the primary entry here was given to give you a good base line of what a typical zombie animal should look like.

BASE ZOMBIE ANIMAL MODIFIERS:

- Intelligence: d4 (Z)
- Agility: d8
- Strength: d6
- Pace: 10 / d8 Running Die, Parry +1
- Vigor: At Least d6
- Takes Damage only to Head
- Notice d8, Tracking d6
- Psychoticly Aggressive
- Will attack anything, even other Zombies
- Disease kills victim in 2d10 Days
- Same as parent zombie
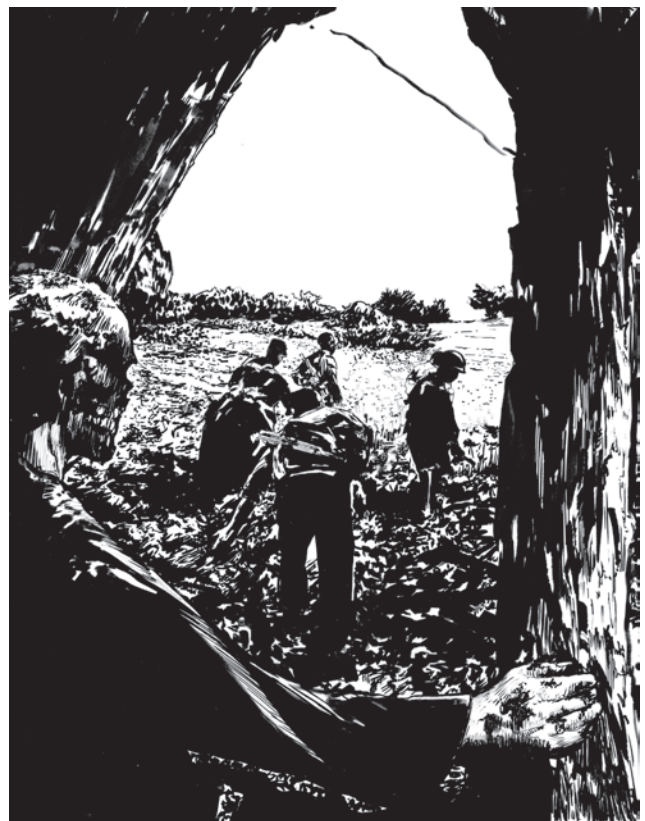- Victim reanimates in 3d8 Hours
- Fear/Horror Modifier: -1

ZOMBIE GERMAN SHEPHERD

Useful for guard duty in some settings, almost impossible to kill in others, these undead hounds are a serious threat when up against them. The stat block below is modified from the Dog/Wolf stat block in the Savage Worlds Core Book.

Attributes: Agility d8, Smarts d4 (Z), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d8, Tracking d6

Pace: 10; Parry: 6; Toughness: 6

Special Abilities
- **Bite:** Str+d4.
- **Fleet Footed:** Zombie Dogs roll a d10 when running instead of a d6. This overrides the d8 from the zombie pace.
- **Go for the Throat:** Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- **Size** -1: Dogs are relatively small
- Undead add +2 to their basic Toughness.
- Undead add +2 when attempting to recover from being Shaken.
- Undead don't suffer additional damage from called shots.
- Undead Wild Cards never suffer from wound modifiers.
- Undead do not suffer from disease or poison.
- **Vulnerability:** Head only
- **Aggressiveness:** Psychotic, Will attack anything
- **Infection:** Kills in 2d10 Days, animates in 3d8 hours after death, same zombie qualities as parent zombie.
- **Fear Check Modifier:** -1

ZOMBIE, BABIES

Zombie babies come about in one of two ways; an infected mother gives birth, or a baby could be the victim of a zombie attack. These zombies are more or less just for the creepy factor; they usually don't have teeth, so if the infection is spread that way, they cannot create other zombies. Undead don't age, so these little zombies will remain at whatever age they were when they were infected or born.

Baby zombies are particularly horrifying to most people because of the psychological effects of the complete corruption of the otherwise pure infant. One or two of these types of zombies is enough to warrant a Guts check for the characters to keep their cool. A whole orphanage of baby zombies, all screaming for food that they cannot eat, for meals they can smell but cannot touch, is enough to drive even the strongest characters mad. If the Horror rules as presented earlier are being glossed over, then the purpose of these zombies switches from more of the mechanics side of things to the theatrical. Zombie babies can be as much as 2 years of age, but after

that, they become Children Zombies.

Baby Zombies are a type unto themselves because of the limited mobility of the babies that have become afflicted, the undeveloped mental capacity, and the lack of physical strength. A Baby Zombie can be of any type, but their abilities should be paid particular attention to by the GM so as to not make them too powerful. If the baby was afflicted when she was 9 months or older, it is safe to assume that the baby has enough teeth to bite, though they have a difficult time breaking skin. At a year and a half old, they can break skin and spread their affliction.

BASE ZOMBIE BABIES

- Intelligence: d4 - 2 (Z)
- Agility: d4
- Strength: d4
- Pace: 3 / No Running Die
- Vigor: d6
- Zombie Babies have no bite attack
- Zombie Babies do only 1 point of damage with their claws
- Takes Damage only to Head
- Notice d6, Tracking d4
- Patiently Aggressive
- Will attack anything, even other Zombies
- Disease kills victim in 2d10 Days
- Same as parent zombie
- Victim reanimates in d4 Days
- Fear/Horror Modifier: -2

ZOMBIE, CHILDREN

Zombie children are any zombies created from victims between the ages of 2 and 16. All characters that become zombies who are older than that are normal zombies, and those who become zombies and are younger than 2 are baby zombies. Depending on the age of the character at the time of zombification, the zombie's physical attributes could be dramatically lowered. Just as with the Baby Zombies, care needs to be exercised on the part of the GM in order to make sure that these zombies are not stronger than what their bodies can actually physically take and what their attributes become.

Zombie children can also be of any zombie type, though they are given their own special mention both as a quick reference and to show that not all zombies are created equal. Depending on the level of intelligence that these zombies possess, they can set some fairly intricate traps, using their childish appearance to bait prey into a very bad situation.

BASE ZOMBIE CHILDREN

- Intelligence: d4 - 2 (Z)
- Agility: d4
- Strength: d4
- Pace: 3 / No Running Die
- Vigor: d6
- Zombie children do only d4 damage with their Bite; they do not add their strength
- Zombie children do only d4 damage with their Claws, they do not add their strength
- Takes Damage only to Head
- Notice d6, Tracking d4
- Patiently Aggressive
- Will attack anything, even other zombies
- Disease kills victim in 2d10 Days
- Same as parent zombie
- Victim reanimates in d4 Days
- Fear/Horror Modifier: 0

ZOMBIE, HUNTER

Hunter Zombies are intelligent, creative, focused, and aggressive. They actively hunt humans the way humans actively hunt big game. They use the environment to their advantage, they're strong, and they crave the human flesh that they pursue. Hunters are smart enough to avoid traps if they find them and they also have the ability to set traps up and will commonly employ them in order to slow down the rate of advance of their prey.

Hunters are cunning, lethal, attentive, and patient. They can work together in small groups, and they are able to communicate with each other on some level; simple commands can be discerned from the groaning, indicating that this communication is based on whatever form of communication the zombie employed while alive. Hunters know that humans have basic needs such as food and sleep and will often lie in wait until their quarry is at its most vulnerable. If Hunters are physically able to, the can use weapons effectively in combat. Their choice to do so will vary with their intent of the attack. If they intend to spread their affliction, they usually bite and run, but if they're looking for a meal, Hunters will maim and keep their food on the edge all the time, just waiting for the humans to make a mistake.

BASE HUNTER ZOMBIE

- **Intelligence:** Special (A)
- **Agility:** d6
- **Strength:** d8
- **Pace:** 6 / d6 Running Die
- **Vigor:** At Least d6
- **Vulnerability:** Takes Damage to the Chest

and Head
- Notice d10, Tracking d8
- Proactively Aggressive
- Has a command structure and multiple small groups acting together
- Disease does not kill victim
- All qualities diminished one level
- Victim reanimates in d4 Days
- **Fear/Horror Modifier:** +1

POLICE OFFICER HUNTER ZOMBIE

This example is taken from the Wellstone City book and uses the base attributes and equipment that the police officer has. The zombie is listed as still having its sidearm and baton; except as loot, that is a moot point because it is not smart enough to use it.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6

Pace: 6; **Parry:** 5; **Toughness:** 9(2) / 11(4)

Skills: Fighting d6, Intimidation d6, Investigation d6, Notice d10, Shooting d6, Streetwise d6, Tracking d8

Special Abilities and Gear:
- Code of Honor
- 9mm (12/24/48, 2d6, AP 1, 17 shots, pistol)
- Spring Baton (Str + d4)
- Kevlar Vest (2 armor, 4 vs. bullets)
- Bite (d8 damage)
- Claw (d4 + d8 damage)
- Undead add +2 to their basic Toughness.
- Undead add +2 when attempting to recover from being Shaken.
- Undead don't suffer additional damage from called shots.
- Undead Wild Cards never suffer from wound modifiers.
- Undead do not suffer from disease or poison.
- **Pace:** 6 / d6 Running Die
- **Vulnerability:** Takes Damage to the Chest and Head
- **Aggressiveness:** Proactively searches for food.
- Has a command structure and multiple small groups acting together
- **Zombification:** Disease does not kill victim, All qualities diminished one level, victim reanimates in d4 Days
- **Fear/Horror Modifier:** +1

ZOMBIE LORD

Zombie Lords can communicate with any other type of zombie, they can order them around, and the other types follow them, even if the other type is a more advanced type of zombie than the Zombie Lord. Shadowstalkers are the one exception to this; a Shadowstalker will only take orders from another Shadowstalker. Zombie Lords, once it is realized what they are, generally are targeted to help disrupt the throng

of zombies into a disorganized mob. Zombies will follow any order given to them by a Zombie Lord, even after the Zombie Lord has died, but if the situation changes or the zombie becomes distracted, that last command could lead to the untimely demise of the zombie in question.

BASE ZOMBIE LORD

- **Intelligence:** Special (A)
- **Agility:** d6
- **Strength:** d6
- **Pace:** 5 / d4 Running Die
- **Vigor:** d6
- **Vulnerability:** Takes Damage only to Head
- Notice d8, Tracking d6
- Patiently Aggressive
- Has a command structure and multiple small groups acting together
- Disease kills victim in 2d8 Hours
- Half of all qualities down 1 level
- Victim reanimates in 3d6 X 10 Minutes
- **Total Fear/ Horror:** +3

ZOMBIE LORD FBI AGENT

Attributes:
Agility d6, Smarts d8 (A), Spirit d8, Strength d6, Vigor d6

Pace: 6; **Parry:** 5; **Toughness:** 7; **Charisma:** 0

**Skills:** Fighting d6, Notice d8+2, Persuasion d6, Shooting d6, Streetwise d6

Special Abilities and Gear:
- Code of Honor
- Alertness
- Level Headed
- 9mm (12/24/48, 2d6, AP 1, 17 shots, pistol)
- Bite (d6 damage)
- Claw (d4 + d6 damage)
- Undead add +2 to their basic Toughness.
- Undead add +2 when attempting to recover from being Shaken.
- Undead don't suffer additional damage from called shots.
- Undead Wild Cards never suffer from wound modifiers.
- Undead do not suffer from disease or poison.
- **Pace:** 5 / d4 Running Die
- **Vulnerability:** Takes Damage only to Head
- Notice D8, Tracking D6   0

- **Aggressiveness:** Patient
- Has a command structure and multiple small groups acting together   1
- **Infection:** Disease kills victim in 2d8 Hours, half of all qualities down 1 level, victim re-animates in 3d6 X 10 Minutes
- **Total Fear/ Horror:** +3

ZOMBIE, RABID

Rabid zombies are lethal. They are affected mostly by a short attention span and they will go after anything they think is food, choosing to go after the closest source of fresh meat. They are tough, work in groups, and they can be patient, forming mobs of zombies when they know they are near a source of food.

Ruthless as they are relentless, Rabid zombies generally aren't great problem solvers, so they can be held off by fortifications if need be. However, they are stronger than normal, and it is generally only a matter of time before weak fortifications are beat down and entrances are accidentally found. This type of zombie also features a short zombification period and a lethal form of the infestation once they infect a target.

Traditionally, these types of zombies will only go after their own species of creature, but there is nothing to say that they can't go after animals as well. For a little extra spice, Rabid zombie

rotweilers make excellent guard dogs. They are faster than normal animals, fiercer, and are nearly impossible to trick. They also stay on the hunt as long as it takes to chase their quarry down and eat what they can before the remains animate, creating another zombie from the poor character.

BASE RABID ZOMBIE

- **Intelligence:** d4 (Z)
- **Agility:** d6
- **Strength:** d6
- **Pace:** 6 / d6 Running Die
- **Vigor:** At Least d6
- **Vulnerability:** Takes Damage only to Head
- Notice d6, Tracking d4
- Psychoticly Aggressive
- Will group together in large masses
- Disease kills victim in 2d8 Hours
- **Zombification:** Same as parent zombie
- Victim reanimates in d4 rounds
- **Fear/Horror Modifier:** +5

BOUNCER RABID ZOMBIE

Using the Bouncer template from Wellstone City, the following zombie has the qualities of a typical Rabid zombie. The bouncer's normal equipment of brass knuckles have been dropped somewhere along the line. The zombie wouldn't have used them anyway.

Attributes: Agility d6, Smarts d4 (Z), Spirit d6, Strength d6, Vigor d8

Pace: 6; **Parry:** 6; **Toughness:** 8; **Charisma:** 0

Skills: Fighting d8, Guts d6, Notice d6, Intimidation d8, Streetwise d8, Tracking d4

Special Abilities:
- Brass Knuckles / Fist Pack: (Str + d4)
- **Pace:** 6 / d6 Running Die
- Bite (d6 damage)
- Claw (d4 + d6 damage)
- Undead add +2 to their basic Toughness.
- Undead add +2 when attempting to recover from being Shaken.
- Undead don't suffer additional damage from called shots.
- Undead Wild Cards never suffer from wound modifiers.
- Undead do not suffer from disease or poison.
- **Vulnerability:** Takes Damage only to Head
- **Aggressiveness:** Psychotic
- Will group together in large masses
- **Infection:** Disease kills victim in 2d8 Hours, same qualities as parent zombie, victim re-animates in d4 rounds
- **Fear/Horror Modifier:** +5

ZOMBIE, SCAVENGER

Scavenger Zombies eat anything they can find that is or was recently alive. Most zombie types seem to stick to their own species. Scavenger zombies are dangerous and unpredictable because they will attempt to eat anything, creating all kinds of different zombie types in the process. Though they are intelligent, they don't necessarily attack other living creatures for the sheer purpose of creating other zombies.

Scavengers don't generally attack other zombies unless they feel their territory is being violated and their hunting ground is being threatened. Ordinarily, however, if the hunting ground is rich with potential meals, they may venture out in small groups. Scavengers are likely to be found under the guidance of a Zombie Lord which will use the Scavengers to bring food to it instead of hunting for itself. This terrifying notion seems to exist across all types of Zombie Lords, even those not normally capable of intelligence or problem solving.

BASE SCAVENGER ZOMBIE

- **Intelligence:** Special (A)
- **Agility:** d8
- **Strength:** d4
- **Pace:** 6 / d6 Running Die
- **Vigor:** At Least d8
- **Vulnerability:** Takes Damage only to Head
- Notice d10, Tracking d8
- Proactively Aggressive
- Will break down into organized squads
- Disease kills victim in 2d10 Days
- **Zombification:** Same as parent zombie
- Victim reanimates in 3d6 X 10 Minutes
- **Fear/Horror Modifier:** +5

FIXER SCAVENGER ZOMBIE

Again, looking to the Wellstone City book, an example Scavenger Zombie has been made from the Fixer character NPC. The zombie has its weapons and possessions, but it is not smart enough to use them.

Attributes: Agility d8, Smarts d8 (A), Spirit d6, Strength d4, Vigor d8

Pace: 6; **Parry**: 3; **Toughness:** 7; **Charisma:** 0

Skills: Gambling d6, Notice d10, Persuasion d8, Streetwise d8, Tracking d8

Special Abilities:
- **Agility:** d8, +1 to Parry
- **Pace:** 6 / d6 Running Die
- Bite (d4 damage)
- Claw (d4 + d4 damage)
- Undead add +2 to their basic Toughness.
- Undead add +2 when attempting to recover from being Shaken.
- Undead don't suffer additional damage from called shots.

- Undead Wild Cards never suffer from wound modifiers.
- Undead do not suffer from disease or poison.
- **Vulnerability:** Takes Damage only to Head
- **Aggressivenes:** Proactive
- Will break down into organized squads
- **Infection:** Disease kills victim in 2d10 days, same qualities as parent zombie, victim reanimates in 3d6 X 10 Minutes
- **Fear/Horror Modifier:** +5

ZOMBIE, SHADOWSTALKERS

Shadowstalker Zombies are the paramount of zombie existence. They are faster, tougher, stronger, smarter, more agile, more aggressive, more focused, more armored, and harder to kill than any other zombie type. They strike from the shadows; silent and deadly, and only when they are ultimately confident that there is no chance for retaliation.
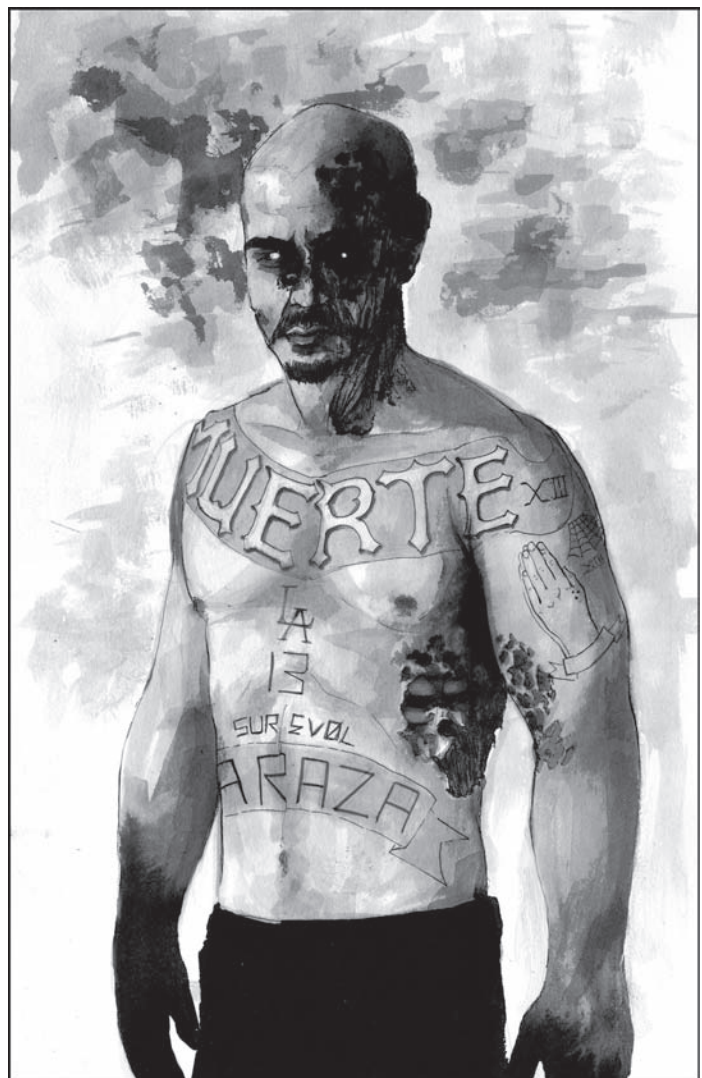
These zombies would never be the only zombie type in a full-on Zombacalypse. They would be exceptionally rare examples of zombie kind. They are fiercely territorial and if more than 5 are encountered in the same area at the same time, it is because they have been ordered to cooperate by a Zombie Lord, who may also be a Shadowstalker.

These zombies have been known to hide their zombieness through various methods and they will occasionally seek employment in criminal arenas where their enhanced senses and strengthened bodies will be of the best use. They have little need for money, though some retain their desire to keep up appearances, some even refusing to believe that they are undead, the horror of the experience warping their own mind as much as it warps the minds of others.

BASE SHADOWSTALKER

- **Intelligence:** Special
- **Agility:** d10, +2 Parry
- **Strength:** d10
- **Pace:** 10 / d8 Running Die, +1 Parry
- **Vigor:** At Least d8
- **Vulnerability:** Head Must Be Destroyed
- Notice d10, Tracking d8
- Proactively Aggressive
- Has a command structure and multiple small groups acting together
- Disease kills victim in 2d6 X 10 seconds
- Half of all qualities down 1 level
- Victim reanimates in d4 rounds
- **Fear/Horror Modifier:** +12

SHADOWSTALKER FREELANCER

In Wellstone City there are several extremely well trained individuals that are highly skilled and get paid as independent contractors. These individuals are called Freelancers. In this example, we have a stereotypical Troubleshooter that has been turned into a Shadowstalker. The Shadowstlaker is not only smart enough to use all of the gear they have, but will usually also can and will acquire more.

Shadowstalkers are always considered to be Wild Cards even if their base creatures are not.

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d10, Vigor d10
Pace: 10; **Parry:** 9; **Toughness:** 9 / 13 (bullets)

Skills: Fighting d8, Guts d6, Investigation d8+2, Notice d10+2, Persuasion d8, Shooting d8, Stealth d8, Streetwise d8+2, Tracking d8

Special Abilities and Gear:
- **Connections:** organized crime group
- **Protected:** by organized crime group
- **Enemy:** separate organized crime group
- **Luck**
- **Improved Level Headed**
- **Alertness**
- **Thief**
- 9mm with Hollow Points (12/24/48, 2d6+2, AP 0, 17 shots)
- Lexington Suit – 0 / 4 Armor vs. bullets
- Bite (d10 damage)
- Claw (d4 + d10 damage)
- **Agility:** d10, +2 Parry
- **Pace:** 10 / d8 Running Die, +1 Parry
- Undead add +2 to their basic Toughness.
- Undead add +2 when attempting to recover from being Shaken.
- Undead don't suffer additional damage from called shots.
- Undead Wild Cards never suffer from wound modifiers.
- Undead do not suffer from disease or poison.
- **Vulnerability:** Head Must Be Destroyed
- Proactively Aggressive
- Has a command structure and multiple small groups acting together
- **Infection:** Disease kills victim in 2d6 X 10 seconds, half of all qualities down 1 level, victim reanimates in d4 rounds
- **Fear/Horror Modifier:** +14

ZOMBIE, SHAMBLER

Shamblers are the typical horror movie fare. They are slow, nearly incapable of independent thought, and are very nearly the lowest on the food chain of zombie kind. Zombies of this caliber generally rely on crushing numbers to capture food, using many zombies to subdue an unwitting character while others feast.

Generally speaking, these zombies aren't too tough to kill on a one-on-one situation. However, when there can be thousands of Shamblers in an area, combat can be even more prohibitive against these zombies than against some of their more lethal kin. They are also attentive enough

CRIMELORD SHAMBLER ZOMBIE

Again, we are seeing the zombie being applied to one of the NPC types out of the Wellstone City book. Crimelords are the top of disorganized crime, often being in charge of a gang or neighborhood. In this example, we have the main-stay of movie zombies applied to this NPC type.

Attributes:
Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d8
Pace: 5; **Parry:** 6; **Toughness:** 6 / 10

Skills: Fighting d8, Gambling d6, Guts d6, Notice d6, Intimidation d8, Persuasion d6, Shooting d6, Streetwise d8, Tracking d4

Special Abilities and Gear:
- **Connections:** organized crime group
- **Protected:** by organized crime group
- Rich
- Level Headed
- Combat Shooter
- .357 with Hollow Points (12/24/48, 2d6+2, AP 0, 6 shots, revolver)
- Lexington Suit – 0 / 4 Armor vs. bullets
- Bite (d4 damage)
- Claw (d4 + d4 damage)
- Undead add +2 to their basic Toughness.
- Undead add +2 when attempting to recover from being Shaken.
- Undead don't suffer additional damage from called shots.
- Undead Wild Cards never suffer from wound modifiers.
- Undead do not suffer from disease or poison.
- **Pace:** 5 / d4 Running Die
- **Vulnerability:** Takes Damage only to Head
- **Aggressiveness:** Patient
- Will group together in large masses
- **Infection:** Disease does not kill victim, zombies created are the same as parent zombie, victim reanimates in d4 Days
- **Total Fear/ Horror:** -2

ZOMBIE, SLOW

Slow zombies are just about the lowest of the low on the zombie food chain. They are less attentive, slower, and more vulnerable than all the other zombie types, even Shamblers. They will

to be drawn by loud noise; just a few Shamblers can turn into a writhing mass of hungry zombies looking for the next meal, and they can do it very quickly around the unwary.

BASE SHAMBLER

- Intelligence: d4 - 2 (Z)
- Agility: d4
- Strength: d4
- Pace: 5 / d4 Running Die
- Vigor: At Least d6
- Takes Damage only to Head
- Notice d6, Tracking d4
- Patiently Aggressive
- Will group together in large masses
- Disease does not kill victim
- Same as parent zombie
- Victim reanimates in d4 Days
- **Total Fear/ Horror:** -2

stay at the last place they remember seeing food, but if they get distracted (which is easy to do) they will start wandering off to find something else to try to eat.

These zombies are generally not lethal even in small groups; they are slow and easy to manage. Their slow speed can allow them to get the drop on unsuspecting characters that underestimate either their numbers or their speed and get distracted themselves until they are attacked by the Slow zombies.

These zombies also have very little environmental knowledge, and they will unwittingly walk into sources of fire or large bodies of water, searching continuously for food. Often they can end up trapping themselves, which makes them easier to dispose of, but it can also make them harder to find when being searched for. Depending on the nature of the trap they have gotten themselves into, it can also make it very difficult to get them out without risking being attacked in the process.

BASE SLOW ZOMBIE

- **Intelligence:** d4 - 2 (Z)
- **Agility:** d4
- **Strength:** d4
- **Pace:** 3 / No Running Die
- **Vigor:** d4
- **Vulnerability:** Takes damage from any attack
- Notice d4, Tracking 0
- Not Aggressive
- Will group together in large masses
- Disease does not kill victim
- All qualities diminished one level
- Victim reanimates in d4 Days
- **Total Fear/ Horror:** -7

LACKEY GANGSTER SLOW ZOMBIE

The Slow Zombie is based off the Lackey Gangster NPC from the Wellstone City book. They are not smart enough to contact their Connections or Friends, and they are not smart enough to use their 9mm. However, the pistol can serve as loot for the PCs when this particular type of zombie is encountered.

Attributes:
Agility d4, Smarts d4 - 2 (Z), Spirit d6, Strength d4, Vigor d4

Pace: 3; **Parry:** 5; **Toughness:** 5

Skills: Fighting d6, Gambling d4, Notice d4, Shooting d4, Streetwise d4

Special Abilities and Gear:
- **Connections:** organized crime group
- **Friends:** by organized crime group
- 9mm (12/24/48, 2d6, AP 1, 17 shots, pistol)
- Bite (d4 damage)
- Claw (d4 + d4 damage)
- Undead add +2 to their basic Toughness.
- Undead add +2 when attempting to recover from being Shaken.
- Undead don't suffer additional damage from called shots.
- Undead Wild Cards never suffer from wound modifiers.
- Undead do not suffer from disease or poison.
- **Pace:** 3 / No Running Die
- **Vulnerability:** Takes damage from any attack
- **Aggressiveness:** None
- Will group together in large masses
- **Infection:** Disease does not kill victim, all qualities diminished one level, victim reanimates in d4 Days
- **Total Fear/ Horror:** -7

ZOMBIE, THINKING

These zombies still possess rudimentary thinking abilities, and they could even possess memories of their former life. In some cases, they may even recognize what they have become and could either try to conceal their affliction or they could utterly despise what they have become. Zombies that follow the latter track may try to

kill themselves or they might exist on, hating themselves a little more each day.

Thinking zombies are the easiest type to use as playable zombies for the characters. They still retain a little of their brains (no pun intended) and they can function in ways beyond trying to find food. When they put their minds to it, they can also accomplish great, and possibly terrible, things in pursuit of their prey. Thinking zombies can make some malicious and powerful enemies, particularly if the characters find out the truth late in the story, perhaps even too late. Not only that, but a clever Thinking Zombie might be able to fool it's friends into a false sense of security so they can get a quiet meal.

BASE THINKING ZOMBIE

- **Intelligence:** Special
- **Agility:** D6
- **Strength:** D6
- **Pace:** 6 / D6 Running Die
- **Vigor:** At Least D6
- **Vulnerability:** Takes Damage to the Chest and Head
- Notice D8, Tracking D6
- Proactively Aggressive
- Has a command structure and multiple small groups acting together
- Disease kills victim in 2d10 Days
- Half of all qualities down 1 level
- Victim reanimates in D4 rounds
- **Total Fear/ Horror:** +3

PUNK RINGLEADER THINKING ZOMBIE

The Ringleader NPC template is again taken from the Wellstone City book. Ringleaders are in charge of doing the thinking for the small gang that they run with. It seems only fitting that they continue to fill this roll after they have been zombified.

Sufficiently clever Thinking Zombies may retain full use of their Edges, even the Social and Background Edges that they have. Connections remain loyal and Protection might remain available so long as the Thinking Zombie can hide their zombiness, and of course, so long as they don't have their connections or friends for a snack.

Attributes:
Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d10

Pace: 6; **Parry:** 6; **Toughness:** 9; **Charisma:** 0

Skills: Fighting d8, Gambling d6, Guts d6, Notice d8, Intimidation d8, Persuasion d6, Shooting d6, Streetwise d8, Tracking d6

Special Abilities and Gear:
- **Connections:** organized crime group
- **Protected:** by organized crime group
- Attack on the Run
- Improved Iron Grip
- Desert Eagle .50 Caliber (15/30/60, 2d8, AP 2, 7 shots, pistol)
- Bite (d6 damage)
- Claw (d4 + d6 damage)
- Undead add +2 to their basic Toughness.
- Undead add +2 when attempting to recover from being Shaken.
- Undead don't suffer additional damage from called shots.
- Undead Wild Cards never suffer from wound modifiers.
- Undead do not suffer from disease or poison.
- **Vulnerability:** Takes Damage to the Chest and Head
- **Aggressiveness:** Proactive
- Has a command structure and multiple small groups acting together
- **Infection:** Disease kills victim in 2d10 Days. half of all qualities down 1 level, victim reanimates in d4 rounds
- **Total Fear/ Horror:** +3

OTHER ZOMBIE TYPES

As has been mentioned, these zombies doesn't even scratch the surface of the possibilities that can be constructed with this book. Compounding that with zombies that are based off different character types, and the possibilities are very nearly limitless. The only thing advised when creating new zombie types is to be creative, but to work within the bounds of common sense for the story. A plague of Shamblers with Tank Vulnerability and armor are going to become very tiresome for the party in a hurry, where as nothing but Slow zobmies will become as equally as tiresome.

PLAYING ZOMBIES

Depending on the type of zombie that a character becomes, playing a zombie character can be extremely challenging. The character is almost positively going to lose skill use, knowledge, and ability. Some players may leap at this opportunity, while others will shy away from it. There are a few things to keep in mind when having a player role-play a zombie character.

UNDEATH

Bob isn't Bob anymore. Bob is an undead creature that, depending on the setting, is probably hated and feared by every other form of life on the planet. Old habits are subject to change; zombies don't have a circulatory system, so drug use, drinking, smoking, and other habits will not affect the character. They may be done to maintain a feeling of still being human, but ultimately those habits are being done out of habit and the character does not receive any benefit or hindrance from performing the act.

FRIENDS OR FOOD?

Ultimately, zombies eat living creatures, and preferably creatures of their own type. Characters that have been turned but are either accepted or are in hiding must eat as often as possible. A zombie character must make a Spirit check once per day in order to avoid eating a friend. They only need a success, but there is a -1 penalty per day that the zombie hasn't tasted fresh meat.

At that point, it becomes survival of the fittest, or possibly survival of the fastest.

BEHIND ENEMY LINES

The year is 1864 and the South is losing, though they are not going down without a fight. Northern Intelligence has gathered many rumors of secret weapons and dark pacts between the Confederate states and foreign powers, but one in particular has the full attention of the Northern leaders.

In the dark swamps on the border lands between Louisiana and Mississippi, a Southern family struggles; the family's only son, Second Lieutenant Grant, is serving in the Confederate Army. The family is all but broke, and they have a dreaded sense of realism about the outcome of the War. The only remaining family member in good health, the sister of this Second Lieutenant, calls to family in Wellstone City, family with close ties to the other islands of the Caribbean. These ties are darker than the ominous swamps surrounding the family plantation, and they are as shaky as the Confederacy's hope for victory.

The result: a favor called into family, calling upon friends, calling upon alliances, ultimately calling upon a dark, diminutive native from the dark forests covering the mountains on Hispaniola. This man traveled the second word reached him, coming to the plantation in a matter of weeks. He set to work quickly, making his preparations and setting about his assigned tasks. Wasting no time on the mainland, the man accomplished his goals and left, traveling back through Wellstone City and setting sail for the Caribbean once again.

It is suspected that this man is some kind of shaman among the uncivilized tribes still left on the large Caribbean island. It is further suspected that his presence at the plantation means he was instructing some of the locals in his dark arts, considered at best to be a primeval form of alchemy; more heathen mumbo-jumbo than science. These few facts and shaky speculations are all Captain Patterson has to make a decision with.

None the less, Captain Patterson has received a dispatch informing him to form a group of soldiers to travel south, going behind enemy lines to the Grant Plantation and investigate what is going on.

Your characters are all standard Union army soldiers; nothing outstanding exists about your war record or your family life, beyond that, all details of your characters are up to you. There is no additional pay being granted to you, but you do receive a $10 advance to cover expenses.

A CIVIL WAR PRIMER

Behind Enemy Lines is set in the American Civil War, and there are quite a few game-related rami-

fications of that. In the Savage Worlds system, that difference largely falls on weapons that are available. Many of the historical weapons of the Civil War were cap-and-ball type weapons, meaning that primer, powder, and the projectile were all loaded individually; simply put, metal cartridge ammunition as we know it today was very rare. In spaghetti westerns almost only metal cartridge ammunition was used because of the ease for filming.

This adventure, though geared for a historical representation of the American Civil War can be run as a spaghetti western. Conversely, it can be run with the rules provided below. These rules affect character creation, skill selection, and equipment.

CHARACTER CREATION

Character generation differs slightly from normal character generation in a Savage Worlds setting. The primary difference is the financial situation. During this part of the Civil War, the Americas were heavily involved with their wartime economies and both sides of the war-torn continent were having financial difficulties. The Union was better off than the Confederacy, but that was largely by virtue of the financial standings of the various states in their prewar economies.

For that reason, each character begins with $20. Characters are allowed to make a Smarts roll, and if they are successful they receive an extra $5, and each raise grants another $5. This becomes the character's starting money and Background Edges like Rich and Filthy Rich, as well as Hindrances like Poverty, affect this total after the dice are rolled. The characters do not need to worry about lodging or rations; they are given all of these, as well as an Enfield musket.

Ordinarily soldiers were not permitted to carry extra weapons on the field; that is the mark of militia, not a regular army. However, due to the nature of this adventure, the characters will be permitted to purchase additional weapons at the listed cost in the weapons section of this primer. Powder and shot do not need to be worried about; they are assumed to be in plentiful enough supply that the characters can obtain them. Metal cartridge based ammunition, however, comes at the expense of 1 dollar for 20 rounds.

LITERACY AND ILLITERACY

Literacy was not common during the middle and beginning of the 19th Century; it became more common place in the 1880's and beyond. If a character comes from a wealthy background or if the GM doesn't want to deal with Illiterate characters, then the characters can read and write just fine. If not, then the characters are impacted as if they have the Illiterate Hindrance, but they do not receive credit for it as a Minor Hindrance.

WEAPONS

The weapons of the Civil War were the direct predecessors to the guns that won the West. Many of the weapons developed during the Civil War are those that are quintessential weapons of the west. Colt revolvers, the Gatling gun, nitro glycerine, shotguns, and the first modern rifles were all available during the 1860's. Many of these weapons were created as a direct outcome of the American Civil War, American expansion to the West, and wars in Europe.

The list below is a fairly comprehensive list of the weapons available to the public. Notable exceptions to the commonality of these weapons are the Gatling gun and the saber. The Gatling gun was too new and too cost prohibitive for

any one person to purchase unless they came from a long line of money or had their own personal gold mine. The saber, on the other hand, was a mark of being an officer and was not often bought, but it was earned, awarded, or stolen.

WEAPON DESCRIPTIONS

Each weapon is listed by type, and by name. Weapons of the Civil War have fewer advantages than modern firearms, and these are discussed in the later part of this section of the handout. Each of the weapons also list statistics regarding how many shots each can hold, and in the case of revolvers, whether it was double or single action.

INFERIOR POWDER

Due to the changes in gunpowder immediately following the decades after the Civil War (as well as the many advantages of switching to metal cartridge ammunition) the weapons of the Civil War do less damage than our modern arms. This is reflected in each weapon suffering a -2 to the damage versus their similarly-calibered modern counterparts.

However, any weapon that uses cartridge based ammunition uses the damage listed for the caliber's modern counterpart. This reflects an accurate and uniform fill on the ammunition, a sealed cartridge against dampness, which is an advantage that the cap and ball weapons did not have.

INFERIOR RANGES

The range of firearms back in the American Civil War era was poor to say the least. Smoothbore muzzle loaders had an extremely short effective range (short by modern standards) and until rifling hit the scene there was little improvement made in accuracy for centuries of firearm use. This has spawned numerous sayings in American History, most notably "Don't fire until you see the whites of their eyes!" It was found out that longer barrels helped significantly over short barrels but the weapons were still wildly inaccurate.

Rifled barrels brought about two changes immediately. First and foremost, the bullet had for the first time in history a spiral flight pattern, which increased both range and accuracy with the same amount of powder. Second, the first

true rifle was also the first gun in history to have iron sights at the end of the barrel, giving the shooter two points of aiming reference, which made it drastically easier to zero in on a target. Only weapons with amazingly unique construction were able to break the stigma of being wildly inaccurate, such as the Whitworth.

Ranges for each weapon are listed in the weapon descriptions. Some weapons have longer or shorter ranges because of the powder, others are impacted by the lack of rifling.

MISFIRE CHANCE

All cap and ball weapons have a chance for misfire. Cartridge ammunition has a misfire chance as well, but the chance is significantly reduced. Any time a cap and ball weapon is fired and the dice result comes up snake-eyes, the weapon misfires, no matter what the shooter's bonuses are. When a misfire occurs, roll a d6.

On a result of a 1, the weapon explodes. On the result of a 2 - 4, the weapon is jammed and will not fire (or that chamber will not fire in the case of revolvers) until it is manually cleared. On a roll of a 5, the percussion cap didn't go off and needs to be replaced. On a roll of a 6, the hammer fell on a dead spot in the cap, but if the hammer is reset, the weapon will fire.

Cartridge ammunition was in its early stages during the American Civil War period and misfired less than cap and ball systems, but it still misfired. If snake eyes comes up during a shooting roll, the weapon misfires as it does with black powder. Cartridge ammunition has to have a new primer put in if it misfires in such a way, but the shell itself is fine and the gun will not explode.

EXPLOSION

Any an explosion result is rolled from a misfire, the breech blows. While the weapons were usually sturdy enough to withstand this, they were ruined and needed to be serviced before they could be used again. In a Gritty Damage situation, the weapon damage could be done to the hand of the user of the pistol. This is always considered standard weapon damage.

When a rifle has a shot that explodes in its chamber, the user is free from harm aside from

some possible temporary hearing loss. The explosion ruins the rifle permanently. It must be taken to a gunsmith and rebuilt; a process that costs the same as a new rifle.

Handguns are a different story. When a handgun is subject to an explosion, the character using the weapon rolls the normal damage of the weapon. Divide that amount by two, and that is the amount of damage done to the user's hand.

POWDER OVERLOAD

The cartridge based ammunition system was introduced to allow soldiers to have access to a uniform powder load and to greatly increase rate of fire and accuracy through consistency and convenience. The one thing that it did not allow for was overloading a weapon with powder for a more powerful shot. This grants a +1 to the weapon damage.

DANGER!

Overloading a weapon is dangerous. While the extra power effectively turns the weapon into a magnum version, it is a bigger explosion than the weapon is designed for. The chance for a misfire increases to a result of one on either the Wild or the Shooting dice. The chance for explosion on a misfire increases to 1 -2 on a d6. On a 3 - 4 the weapon is jammed or the chamber is fouled. The same results for 5 or 6 apply to overloaded weapons as they do to normal misfires.

RELOAD TIME

For any cartridge using weapon, reload time is a single round. For a cap and ball weapon, reload time is significantly different.

HANDGUNS

A cap and ball handgun takes 1 action, plus 1 action per cylinder to reload. The standard six-shooter will take 7 actions to reload, while a larger pistol such as the LeMat will take 10 actions to reload (plus 1 more for the shotgun shell). Typically this should be considered an action per round if a character is focusing on reloading. Performing other actions while reloading incurs a -2 multiple action penalty on the non-reloading action.

Cap and ball revolvers had the ease of being very simple weapons compared to their car-

tridge based counterparts. Once loaded in the pistol, the cylinders can be removed. For that reason, a character may have multiple cylinders already loaded and in a pouch or pocket. Historically these would be wrapped in layers of paper or wrapped in waxed or oiled paper to keep them dry and clean. All cap and ball revolvers list the number of actions needed to reload the cylinder, and "Special" which is the two actions needed to swap cylinders.

Cartridge-based revolvers were much more complex and swapping cylinders on the go was almost impossible. It is faster to reload the cartridges than to swap cylinders. Cartridge based handguns can be reloaded in two actions.

RIFLES AND MUSKETS

All cap and ball rifles and muskets take 2 actions to reload. This follows the precedent set in the Savage Worlds Core Book.

The only cartridge based rifle in this primer is the Henry, and it can be fully reloaded in 3 actions.

HANDGUNS

Some of these handguns are similar to those found in the Savage Worlds Core Book. The statistics and attributes of the weapons all remain the same as their Core Book counterparts. Many of these statistics are perfectly understandable, but others have mechanics impacting notes in Savage Worlds.

ACTION

Revolvers are either single action or double action. This can change the maximum number of bullets that can be shot in a single round. These extra shots, if the player chooses to take them, require combat maneuvers, not Edges, to use.

FAN THE HAMMER

Single action pistols can be used to fan the hammer, firing up to 3 shots in one action. The gunslinger may target up to 3 different targets, though all must be in Short Range. Each shot suffers a -4 Shooting penalty.

DOUBLE TAP

This tactic is listed in the Savage Worlds Core Book and functions identically to the way it is listed there: a player makes a single Shooting roll but fires two shots. This grants a +1 to hit and damage, but damage is only rolled for one of the bullets, not both. Only double action pistols may be used to perform a double tap.

COLT REVOLVER, NAVY 1861

Shots: 6
Caliber: .36
Action: Single
Reload Time: 7 actions, Special
Style: Cap and Ball
Range: 10/20/40
Damage: 2d6 - 2, AP 1
Price: $13.75

Used mainly by the South and revered for its power, damage, and ease of use. Even though it was no match for the .44 calibers of the North, the recoil was much less, leaving the user able to fire and aim again much more quickly than users of the larger calibers.

COLT REVOLVER, 1860

Shots: 6
Caliber: .44
Action: Single
Reload Time: 7 actions, Special
Style: Cap and Ball
Damage: 2d6 -1, AP 1
Range: 10/20/40
Price: $13.75

This pistol was used mostly by the Union for its damage capacity over the Confederacy's smaller caliber pistols. The weapon was as deadly as it was intimidating and even wounding an opponent meant sure death; the second shot would always finish the job, if it was needed at all.

REMINGTON 1860

Shots: 6
Caliber: .44 or .36
Action: Single
Reload Time: 7 actions, Special
Style: Cap and Ball
Range: 10/20/40
Damage: 2d6 - 1, AP 1; 2d6 - 2, AP 1
Price: $13.75

This pistol bares a striking resemblance to the Colt 1860, though it has a heavier frame. Many soldiers disliked the added weight of the Remington over the Colt, but the heavier frame made the gun more reliable, more solid, and above all, more accurate. The Remington was produced in two calibers, .44 for the North and .36 for the South. Both versions sold for the same price.

STARR REVOLVER

Shots: 6
Caliber: .44
Action: Double
Reload Time: See below
Style: Cap and Ball or Cartridge
Range: 10/20/40
Damage: 2d6 -1, AP 1; 2d6+1, AP 1
Price: $12.00

Another favorite of the Union, the Starr was another .44 Caliber pistol. It was not preferred over the Colt 1860, but its cheaper price made

it more appealing to a wider range of buyers. The Colt was easier to use, clean, and had better standardization of its parts.

Reload time on the Starr depends on whether it is being used for cap and ball or cartridges. The weapon is set up to accept either with no modification required; a character could load alternating rounds of cap and ball and cartridge if she chose. It follows the normal loading conventions of a cap and ball pistol; the cylinders cannot be easily swapped on the fly.

LEMAT

Shots: 9 / 1
Caliber: .40 and 16 Gauge Shotgun
Action: Single
Reload Time: 10 rounds, +1 for shotgun shell, Special
Style: Cap and Ball, shot gun shell
Damage: 2d6 - 2, AP1; 1 - 3d4 (shotgun)
Range: 10/20/40, 5/10/20 (shotgun)
Price: $18.00

The Confederacy was the primary user of this pistol which featured a unique under slung shotgun barrel. The single shot shotgun blast was a good last-resort attack after the pistol ran out of ammunition. Between the solid design of the pistol, the 9-shot cylinder, and the under slung shotgun, this weapon became favored in the Confederacy. Not many were ever purchased, due to expense, and the dwindling treasuries of the Confederacy by the end of the war.

Because of the design of the weapon, the shotgun load and a chambered cap and ball round can be touched off simultaneously. For this type of attack, one attack roll is made and both damages are applied if the attack is successful. Firing both barrels counts as only a single action for purposes of multiple action penalties, but because of the recoil involved with that action, a second shot from the revolver is not able to be made on the same turn.

DERRINGER

Shots: 2
Caliber: .44
Rate of Fire: Single, Special
Reload Time: 2 actions
Style: Cartridge
Damage: 2d6 + 1, AP 1
Range: 5/10/20
Price: $20.00

The Derringer was a compact pistol that was easily concealed in a pocket or even a shirt sleeve. It had two barrels, each of them chambered for the same caliber, but the gun was widely available in .44 caliber. The bullets inside the gun could be fired independently or simultaneously. These weapons were not common among soldiers, but they were prevalent among gamblers and rogues in both the Confederacy and the Union.

If both barrels are touched of simultaneously, they use the same Shooting roll. If the roll is successful, both damages are applied.

This weapon, except for cost, is identical to the listing found in the Core Rule Book.

RIFLES

Rifles include smooth bore musket loaders as well as weapons with rifled barrels. The ranges for each weapon are included with the statistics. Those that are taken directly from the Savage Worlds Core Book are noted as such.

1861 SPRINGFIELD

Shots: 1
Caliber: .52
Rate of Fire: 1
Reload Time: 2 actions
Style: Cap and Ball
Damage: 2d8, AP 2
Range: 15/30/60
Price: $20.00

The Springfield was one of the best rifles made during the time, and it helped to cement the company for almost another century as one of the chief weapons suppliers to the United States Army. The weapon was cheap to purchase, rugged, and dependable. It also had actual rifling, giving any soldier on the field using it a natural advantage over the smoothbores used as occasionally cheaper alternatives.

ENFIELD

Shots: 1
Caliber: .577
Rate of Fire: 1
Reload Time: 2 actions
Style: Cap and Ball
Damage: 2d6+1, AP 2
Range: 12/24/48
Price: $20.00

Both the Union and Confederacy used the popular British Enfield. It was durable, put up with a lot of abuse, but was wildly inaccurate, and at ranges greater than 125 yards it was nearly impossible to shot anything the size of a horse or smaller. This is the weapon that General Grant said a soldier could fire at another man and he would never know he's being shot at.

WHITWORTH

Shots: 1
Caliber: .451
Rate of Fire: 1
Reload Time: 3 actions
Style: Cap and Ball
Damage: 2d8, AP 2
Range: 20/40/80
Price: $30.00

Both the Union and Confederacy bought the Whitworth in limited numbers. This weapon had a hexagonal barrel, both inside and out. The bullets for this weapon had to be specially cast in order to accommodate the odd muzzle shape. However, they were worth the price for individuals to have and use, or for specially trained troops to use in battle. The unique design of this weapon meant that it was accurate to extremely long ranges, and shots of 800 yards were not unheard of. While that may not seem like a very long shot to us today, it is important to remember that the majority of weapons at the time were not able to reliably hit a target as close as 100 yards.

Because of this weapon's design, it has double the range increment of a standard rifle of the time, giving it a range increment of 100 yards. Those who could afford this weapon used it to its best advantage, and this is one of the first mass-produced weapons that could be considered a sniper gun. Others serving this purpose at the time were specially crafted by master gunsmiths and cost much more money than the Whitworth.

LORENZ 1854

Shots: 1
Caliber: .54 or .58
Rate of Fire: 1
Reload Time: 2 actions
Style: Cap and Ball
Damage: 2d6 + 2, AP 2
Range: 15/30/60
Price: $25.00
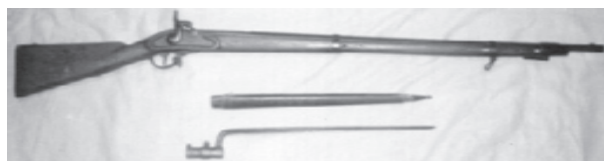
Both the Confederacy and the Union used this Prussian import, and it was one of the most widely used muskets of the Civil War after the Enfield. The North favored the .58 caliber version while the South used primarily the .54 caliber version. These weapons were very reliable, their rifled barrels made them fairly accurate, and the commonality of them made finding parts relatively easy.

HENRY

Shots: 14
Caliber: .44
Rate of Fire: See below
Reload Time: 3 actions
Style: Cartridge
Damage: 2d8, AP 1
Range: 11/22/44
Price: $40.00

The Henry was one of the first rifles with an internal magazine that was designed around the concept of the metal cartridge. The rifle had a 16-shot spring fed magazine that held the ammunition in the stock of the weapon and every time it was cocked, the spent shell left the breech and a new one was fed into it. Both the Union and Confederacy saw use of these weapons, though they were expensive, as was the ammunition, and they were not made widely available until the end of the war.

Because the weapon uses pistol ammunition and has a rifled barrel, it has the best of two worlds; cheap and low weight ammunition as well as high accuracy. Because of the design of the rifle, it can use the Double Tap combat option if the player chooses.

STARR RIFLE

Shots: 1
Caliber: .54
Rate of Fire: 1
Reload Time: 2 actions
Style: Cap and Ball
Damage: 2d6 + 2, AP 2
Range: 15/30/60
Price: $20.00

The Starr Rifle was used mostly by the Union. It was an extremely reliable weapon; so reliable that it historically almost never misfired and weapon never jammed. The rifle shoots straight due to its rifled barrel and combined with its ease of use made this rifle very coveted on the field.

The Starr Rifle has a 0 chance of misfire, even if the Shooting roll come up snake eyes, unlike all other weapons of the time

OTHER WEAPONS

Several other types of weapons were used during the Civil war. The weapons listed above are a simple list that reflects the most popular weapons of the era. A vast range of calibers in rifles and muskets were available, but precious few utilized metal cartridge systems. The list below is likewise limited in its nature, but it includes common weapons of war and personal weapons of the time.

BAYONETS

Bayonets do damage as per a knife or dagger. They are affixed at the end of rifles, and some had handles on them that allowed them to be usable as knives as well. Most, however, simple slid into a socket and locked into place. Bayonets do damage as large knives but they have a range of 1. Additionally, when affixed to a rifle or musket, they add +1 to the character's parry when the bayonet is used in combat. Using a bayonet always used the character's Fighting skill, never their Shooting skill.

A bayonet deals d4 + Str when used in combat.

BOWIE KNIFE

A wide range of what are collectively called "bowie knives" were available at the time. These knives are traditionally long, with a thick blade, and the blade averages one to one and a half inch in width. The blade length is usually seven to ten inches or more and is characterized by a straight back except for a swoop toward the blade at the tip. The blade itself is likewise straight for most of the length, and then it makes

a graceful curve toward the tip. The bowie knife is the quintessential Knife/Dagger found in the weapon tables of the Savage Worlds Core Book.

A Bowie knife deals d4 + Str damage in combat and may be thrown with a range of 3/6/12.

SABER

Swords in the Civil War continued to show signs of authority on both sides of the War. Officers were awarded a saber that was a combat ready blade that also aided in directing their troops and signaling buglers. These function as Short Swords found in the Savage Worlds Core Book for damage. They deal d6 + Str damage.

BOOBY TRAPS

Traps have been used from the dawn of man. Simple snares for catching food turn into lethal machinations designed to cripple an entire military unit while they try to free their friend or care for their injured. Some of these are deadly, some simply slow the enemy down, and some are simply there for scare tactics.

NITRO GLYCERIN

Nitro was rarely used as an antipersonnel weapon, but it was seen in the removal of bridges and the making of roads. Nitro glycerin is usually transported as a liquid, but it was also combined with sawdust and wrapped in heavy paper to form the father of dynamite. Nitro glycerine does 3d6 points of damage to a medium burst template. It can be thrown with a range of 4/8/12.

The problem with Nitro is that it is incredibly unstable, dangerous to use, and even more dangerous to transport. If a case with liquid nitro in it is subjected to a heavy jolt, such as being thrown from a height of more than 1 foot or shot, it will explode. There were generally 16 vials of nitro in a case.

THE ADVENTURE AT HAND

With Captain Patterson's team assembled he gives them the intelligence that they have, which is scattered and impossible to say the least. However, he has plotted a course down to the Mississippi River and he believes that the route should avoid any major population centers and take the party safely behind enemy lines. Once the group is out of Union territory, the Captain advises that they should get rid of their uniforms and either go incognito or acquire some Confederate uniforms to help them blend in. Even in disguise, the risk of being caught by the Rebels and charged with desertion is high, so the method of travel is not suggested by Captain Patterson.

The route takes the party down the Mississippi River into Louisiana, to a small area called Lake Providence and to an abandoned engineering project called Grant's Canal. When they reach this area, they are to head due west for a full day's travel and they will come to the Grant Plantation. From that point on, they are on their

own and no intelligence gathered by the North can relate what they will find out in the dark woods and bayous of northern Louisiana.

THE GRANT PLANTATION

Once a stately plantation surrounded by forest and field, the Grant Plantation has been run into ruins and ravaged by the passage of time. The dirt road leading up to the estate has not been maintained and is now being rapidly reclaimed by the wilds. Most of the trees growing out of the road are quite young, just saplings, but grass and underbrush are encroaching on the soft-packed road. The estate yard is in much the same condition as the road; run down, unkempt, and neglected.

The outbuildings of the formerly stately manor house are in complete shambles. Most of them have been torn apart and stripped of anything valuable. Everything from usable lumber to iron fittings has been salvaged and there remains very little but charred and broken boards and shattered glass. What appears to be an outhouse, a small barn, and possibly a small house for slaves are all stripped, torn down, and were apparently partially burned at some point in the distant past.

The main house itself appears to be mostly intact, albeit in a poor state of maintenance. The building looks solid enough, but several windows have been broken out and it doesn't look like it's been painted in a decade. There are three ways into the building on the ground floor, the front door and two doors in the back that look like they enter into a ballroom. Nothing can be seen moving inside; there's no lights in the manor and most of the windows are dirty enough that they make it difficult to see through them. The house itself appears to be two stories with an attic, but there does not appear to be a basement under the house.

ZOMBIES

The zombies used in this adventure are two Thinking zombies and one Hunter. The Hunter is just a mook, but the two Thinking zombies are Wild Cards.

Depending on the noise that the party makes, they will be alerted to the party's presence. Each time the party forces a door or does some-thing else that incurs noise, the zombies get a Notice check to see if they hear it and it is an opposed roll to the party's Stealth check, if they get one. Any time a weapon is discharged, the zombies are all immediately alerted to the presence of the party.

The Hunter will stalk the party, first committing psychological warfare on them. It will toy with them as much as possible, and some rooms are set up as traps to either slow the party down or make them expend precious ammunition and other resources. The two other zombies simply lay in wait, one with an ambush set up in the ballroom, one waiting for anything living to come walking up the stairs to the attic.

The zombie in the Ballroom is not intact; his legs have been lost. Both were lost while it was alive; one was surgically amputated, the other was literally pulled apart at the knee, killing the soldier. His limited mobility makes it so he can't run, but he can claw his way around at Pace of 2. His ambush position in the grand piano of the ballroom was achieved with help from the Hunter.

TRANSMISSION

These particular zombies transmit via bite and blood, so if any of the party members have open wounds that they get blood into, they are infected. If they are bitten, they are infected. The zombies will try to bite the characters of the party, but they will also try to defend themselves. If they can infect a target, they will do so, but not at the cost of damage to themselves. They have firearms and melee weapons for a reason, and they will use them, choosing to eat victims that are freshly killed and infect others to spread their contagion.

GROUND FLOOR

There are several windows to break and two other points of entry to the Ground Floor. Some details may change depending on the direction the party enters from. No matter which way the party enters from, the Hunter is on the second floor in the game room, the intact Thinking zombie is in the attic, and the legless Thinking zombie is in the piano in the ballroom.

The entry way is full of dust and leaves, but the rest of the manor has been swept clean; or at

BALLROOM

MUSIC ROOM

CONSERVATORY

LIBRARY

DINING ROOM

KITCHEN

PANTRY

STUDY

ENTRYWAY

SITTING ROOM

WASH ROOM

FIRST FLOOR

LEGEND
- Window
- Door
- Locked Door
- Stairs
- 5' by 5' Square
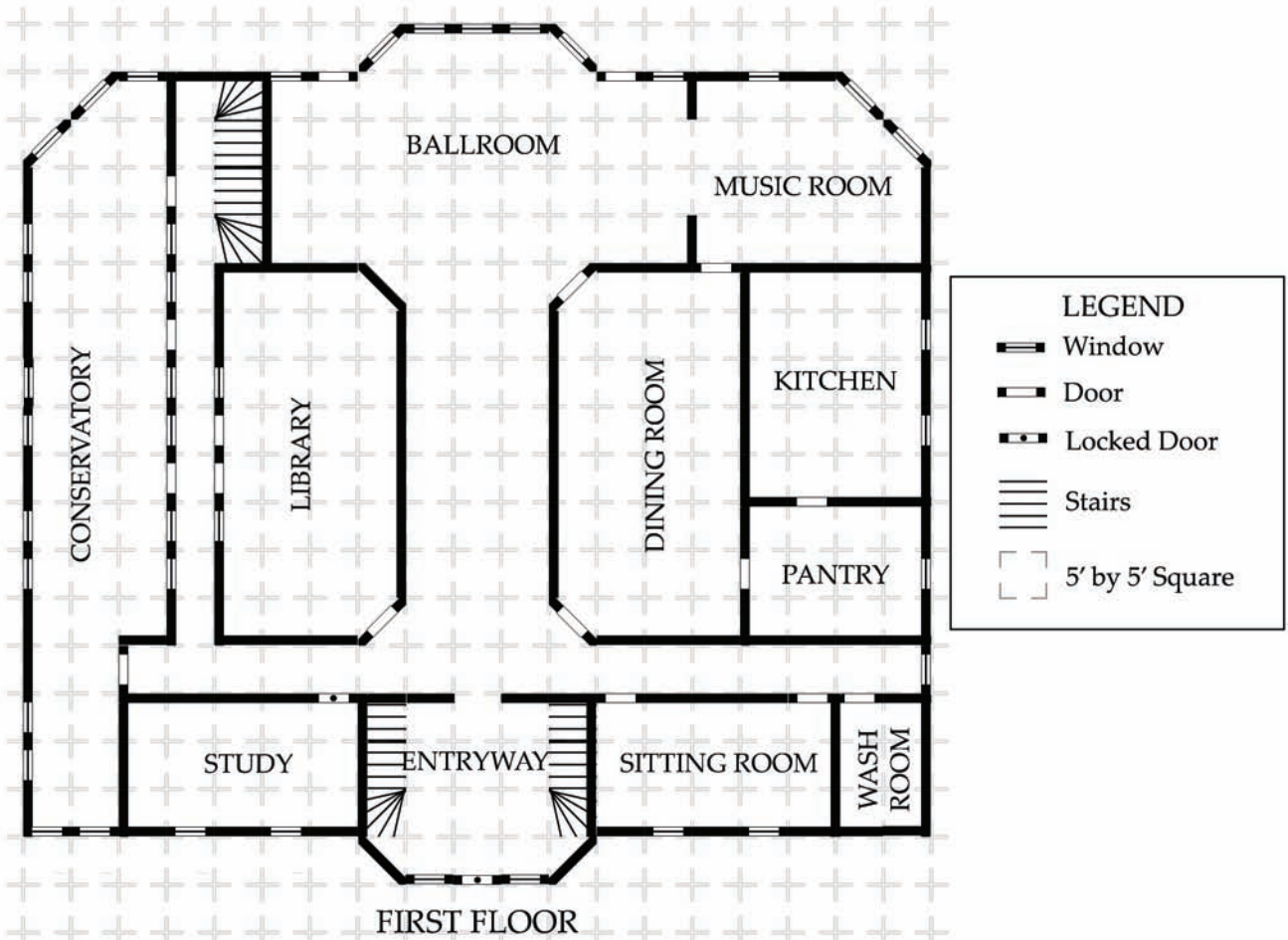
least clean enough to make it virtually impossible to track the direction of movement of the Hunter. The one exception to this is the dust around the second story and the dust in the attic hallway. The zombies have worn paths in the dust to both hide their numbers and their positions when and if someone comes to the plantation.

ENTRY WAY

The front door of the Grant Plantation is locked. The lock requires a Lock Picking success in order to open it, or it can be broken down with a successful Strength or Fighting check.

Once entrance has been gained, the party can see in to a set of stairs that go up to the second story and a balcony overlooking the grand entry. It is apparent that a chandelier used to hang from the ceiling, but it is no longer there. The only sign of it that remains is the mounting holes in the plastered ceiling. A trio of hall ways can be seen beyond, as well as a few doors. Up the stairs, a couple doors can be seen.

The walls have patches where the paint is sig-

nificantly less faded, showing large squares of whiter paint that were once occupied by pictures. A thick layer of dust and the occasional leaf is on the floor and there are no foot prints to be found, save for those the party has made if they ventured inside the entry way

STUDY

The door to the study is locked. The lock is a higher quality lock, giving a -2 penalty to the Lock Picking check to open it. The door is solid and can be broken down, but it requires a raise on either a Strength or Fighting roll force it open. The open door reveals the once-posh interior of the Study. The polished wood floor shows signs of wear but is still in great shape, all things considered. The walls were lined with book cases, but they have been removed, along with all of the books. The only thing that remains is a solid mahogany desk standing stoically before the two windows. There is nothing on the desk, but it has three drawers down each side of the opening under the work area.

The desk drawers are empty, but the bottom two drawers of each side have locks in the drawer

face and they are both locked. Either drawer may be picked with a successful Lock Picking roll, but both are empty.

An iron skeleton key is on the underside of the left locked drawer. This key opens all locks on the premises.

THE CONSERVATORY

This once grand greenhouse has gone wild and is now extremely overgrown. Tangles of roses and other less familiar flowers fill the room, thriving in the warm greenhouse. The north-west corner of the conservatory extends up to the second story, housing climbing vines and a Greek-styled marble statue of a man standing ten feet tall. Ivy and climbing roses have covered the statue almost completely in the years of neglect this room has been subjected to.

The glass façade of the room extends up to the second story and windows from the second story look out into the conservatory, providing a view of the plants below and the woods beyond the manor yard. The climbing vines have not yet claimed these windows, but it appears that it will in another season or two.

LIBRARY

The library has been completely gutted except for some heavy book cases and an old leather chair that has probably seen a century of use. The leather was a stately red at one point, now it is shredded to tatters by wear and possibly other circumstances.

THE DINING ROOM

This room changes somewhat if the Hunter knows the party is in the house and can sneak around them. It is already set for a trap as described below, but if the zombie keeps herding the party through the room, he will change the set up from time to time. If the Hunter has time, he will light the candelabras on the table before the party can get to the room, but he won't risk getting caught over it if he thinks the party is closing too quickly. The Hunter will never back into the kitchen unless he literally has no other choice. Given the option, he prefers to escape to the music room.

The dining room is still set for dinner, though the food is so rotten and decomposed that it is hard to imagine that it was once food. There are also bodies at the table, set there in positions that make them look like they were at any average dinner party. Average, that is, if dead men ate rotten food. Four men in Confederate uniforms are sitting there, hands on utensils and posed around wine goblets, and all of them are wearing rotting napkins in their laps. They all look like they've been dead for months.

There are three candelabras on the table, each made of brass, and each with five candles each; four candles surrounding the fifth which is in-line with the main mast of the candelabra. They are heavy (and will deal d6 + Str if used as a weapon) and may or may not be lit, depending if the Hunter had time to light them.

Subsequent Passes
If the party gets pushed back through the Dining Room, the Hunter will change the position of his captive diners. He will correctly guess which way the party will come and position the heads so they are facing the door they will enter. If the candelabras in the center of the table were not lit before, they will be now. If they were lit before, they will be extinguished before the party returns. If any of the dead diners were shot in the head on the first pass, they will not be moved.

KITCHEN

Just off the pantry, the kitchen is in the same sad state as most of the rest of the manor. Pots and pans have been removed, and the only things not taken were cast iron stoves and the iron sinks. Cupboards and storage areas nearly divide the room, and they are still so solid that they need a heavy weapon to break them.

PANTRY

The pantry used to have provisions for the household and guests, but it was cleaned out when the Grant family left. Shelves remain on the walls, and a few empty barrels that held water, nuts, or potatoes remain.

BALLROOM

This stately room once held grand gatherings, now it holds only dust and decay. A grand piano still occupies the room, but the rest of the room is covered in dust and scatterings of leaves are in the corners, having blown in from the

broken windows all along the North wall. A dead Confederate soldier can clearly be seen inside the piano, shattered legs hanging out over the keys, its dead eyes looking out into the ballroom and down the hall to the entry way through the barely-open piano top. The prop for the piano lid is holding it in place.

The legless corpse in the piano is one of the two Thinking zombies found in the Grant Plantation. It will wait until the players are within short range of its LeMat and unaware of its zombie state before firing, preferably with the backs of the parties turned. It will open fire with the revolver rounds, saving the shotgun blast for something at point blank range.

MUSIC ROOM

The music room held unknown treasures at one time; violins, cellos, brass instruments, sheet music, and comfortable chairs are all probable former inhabitants. The only thing certain is that the maltreated floor shows signs of a harpsichord once being in the corner and the walls were edged with book cases, a desk, and furniture; all of the later leaving marks in the floor like the piano. The music room now stands empty and desolate against the encroaching woods surrounding the Grant Plantation.

SITTING ROOM

The sitting room, once a posh area for entertaining house guests, has decayed into near oblivion, much like the rest of the house. Shreds of velvet wall paper still cling to the wall and walnut half-paneling remains as well. Now the room stands more or less empty, devoid of the comfortable chairs, couches, and expensive art that it once held.

WASH ROOM

The wash room contains a commode as well as wash basins and their own racks for linens. All of these items are gone now, save for the cabinets that remains of the commode, basin wells, and the linen cupboards.

The wash rooms throughout the various floors of the plantation are very similar in description and contents. For the most part, only size, windows, and the number of people they can

SECOND FLOOR

LEGEND

Window	
Door	
Locked Door	
Stairs	
5' by 5' Square	
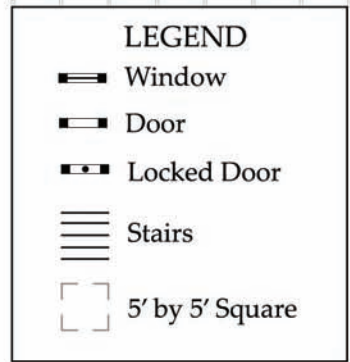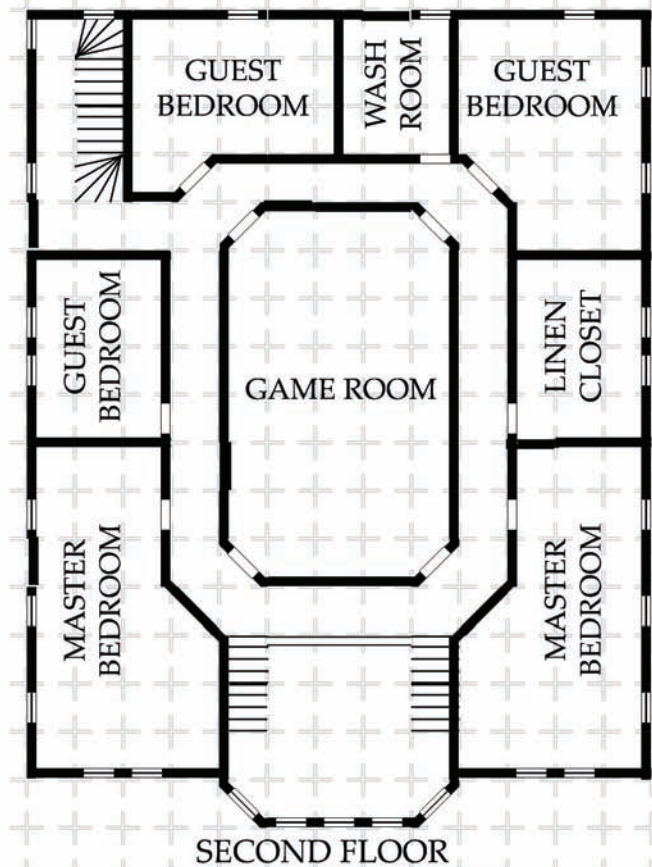
accommodate change.

SECOND FLOOR

This floor is primarily used for guest bedrooms and entertainment in the game room. In all cases use the same description for similarly named rooms on the floor. The second floor is accessible either by the staircase in the northwest corner or by the stairs in the entry. A second set of stairs in the northwest corner also lead up to the attic.

The hallway of the second floor is covered in a thick layer of dust. Foot prints can be seen making a circuit around the Game Room and going in and out of every door into it. None of the foot prints seem any fresher than the others, and for good reason. Every day the Hunter walks the

circuit just in case some Yankees come down to do the inevitable task of trying to take the zombies out. It carefully follows the same path and will do so to get away from the characters if need be, heading back down stairs to change things in the Dining Room.

Once that is done, it will smash a plate to draw their attention (no Notice check required) back down stairs and start to try to pick the party off one by one. The remaining floors have been swept clean to add further confusion to the invaders.

MASTER BEDROOM

The two Master Bedrooms still have the four-post beds and elaborate woodwork in them, indicating that the manor was evacuated in a hurry and decisions had to be made as to what was left behind. The master bedroom on the southwest corner of the house is slightly more elaborate than the one on the southeast corner, but only marginally so. The rooms are richly decorated in black walnut and they are absolutely gorgeous. Unlike most of the other rooms of the house, the floors are still in good condition, though they are in desperate need of new wax.

There are no linens or anything else portable left in the rooms; all that remains are fixtures and hard-to-remove woodwork. If needed, the beds are made of thick enough wood that they will hold off any attack from knife or bullet of the time.

GUEST BEDROOMS

These much rooms are much simpler than the master bedrooms, and as such, they are completely bare inside. There is nothing to be found under the floor boards and there is nothing in the rooms, not even closets.

LINEN CLOSET

This room housed a wash room for laundry and still contains built-in racks and cupboards for storing the linens of the house. A set of once-brilliant red curtains sits rotting in a hamper and a set of bed linens, apparently forgotten, lies in a cupboard. There is nothing else of note or interest in the room.

WASH ROOM

The wash room on the second floor is nearly identical to the one found on the first floor, save for being slightly larger to more easily accommodate several guests at once. Three wash basins and a commode, as well as a slightly larger linen cupboard adorn this room.

GAME ROOM

This room is the only room in the house that is still nearly furnished. Trophy mounts from hunts and safaris adorn the walls and a billiard table is in the middle of the room. Thread bare and once-expensive rugs cover the hardwood floors. The billiard table has two cue sticks, the requisite two cue balls, one with black dots, one without, and one red ball sitting on it. It is also significantly larger than a standard pool table, but it is regulation size for English Billiards; 12 feet by 6 feet.

The zombie, if encountered in this room, will use the billiard table as partial cover, knowing that the slate and wood will hold off any shot that the players can make and will certainly turn any melee weapon. If wounded but not killed, it will try to retreat through the closest door and escape to the first floor, and it will try to hide in the dining room. If that proves to be unwise, it will run around down stairs, overturn the piano in the ballroom, and make its way back up stairs to the second floor. It will under no circumstances attempt to go up to the attic.

STAIRS

The stairs in the northwest corner are two sets, each heading south as they rise. The first set heads up from the first floor, the second set heads up to the attic.

ATTIC

The attic is the dustiest area of the house. It is also the only area where a Thinking zombie lies directly in ambush, waiting to attack anything that comes up the stairs. It is armed with two tomahawks (d6 + Str damage) and will throw itself at any target (3/6/12 range). The first round it will move and attack, and if it survives the second round, it will attack twice, once with a tomahawk, once with its bite.

The attic consists largely of a short hallway, a final guest bedroom, servant quarters, and another wash room. The remaining space is taken up by storage, the door to which is locked.

LEGEND

- 🔲 Window
- 🔲 Door
- 🔲 Locked Door
- ☰ Stairs
- ▫ 5′ by 5′ Square

GUEST BEDROOM

This final guest bedroom is identical to all of the other guest bedrooms, though it is decorated slightly differently in the wood work; there are carvings of cherubs in the corners of the crown moldings where the others had plain corners. There are no pieces of furniture remaining in the room.

SERVANT ROOM

The two servant rooms housed the servants for the household. The smaller room on the north end of the attic appears to be a single person apartment, while the room across the hall is slightly larger and appears to have been for two people. The only signs of habitation are marks that are worn into the hardwood floor around where furniture used to be.

WASH ROOM

This wash room is identical to the one found on the first floor, although it shows very little sign of being used. The floor, wash basins, and commode are all in significantly better shape than those found in the wash rooms of the other floors of the Grant Plantation.

STORAGE

The door to this area is locked, though if the party found the key under the desk drawer in the Study, they can use it here as well. Otherwise, the door can be picked with a successful Lock Picking check or broken down with a successful Strength or Fighting check. Once the door is open, the party finds a large open space with hardwood floors and more dust than anywhere else in the house. A Notice check reveals that some of the dust is thinner in areas, and it looks like footsteps went to the north east corner of the storage area once long ago, but have since been coated in dust like the rest of the floor. The footsteps appear to have been made since the manor was cleared out.

If the party goes through the Attic and checks for loose floorboards, they will be rewarded, and $300 in Union gold is found stashed under the floor. That and the weapons of the zombies is the only real physical reward for the party.

AFTERMATH

What happens to the party after they leave the area is largely up to the GM. Did any of them get bitten or have blood splatter into an open wound? Do the characters burn the manor to the ground, just to be sure? What do they do for clean up amongst themselves?

They shouldn't be harassed making it back north, at least grant them that after a harrowing night of zombie killing. If any of them were

bitten, the wound never really does heal right, and stays with the character for a life time. Upon the character's death, they will rise from the grave after three days, and they will have inferior zombie attributes from the zombie that bit them. They will be welcomed as heroes, and if everyone had a good time with the adventure, it could continue, but written as is, there should be no room left for clean up detail as long as the characters got all three zombies. If not, then further adventures into the dark bayou country of Louisiana may be necessary.

THE ENEMY

All three of the Confederate soldiers in this adventure use the same template for their former life. The only difference lies in their choice of weaponry, whether they are Wild Cards, and of course, whether they are a Thinking zombie or a Hunter.

TOMAHAWK THINKER (WILD CARD)

The Tomahawk Thinker is in the best physical condition of the three zombies in the Grant Plantation. PCs that are actively looking for damage on the zombies will note that it has a large amount of blood on its stomach. Before it was the undead, it took three bullets in the gut.

Attributes:
Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Pace: 6; **Parry:** 6; **Toughness:** 8; **Charisma:** 0

Skills: Fighting d8, Gambling d6, Guts d6, Notice d8, Shooting d6, Survival d8, Throwing d6, Tracking d6

Special Abilities and Gear:
- Two-Fisted
- Ambidextrous
- No Mercy
- 2 Tomahawks (3/6/12, d6 + d6)
- Bite (d6 damage)
- Claw (d4 + d6)
- Undead add +2 to their basic Toughness.
- Undead add +2 when attempting to recover from being Shaken.
- Undead don't suffer additional damage from called shots.
- Undead Wild Cards never suffer from wound modifiers.

- Undead do not suffer from disease or poison.
- **Vulnerability:** Takes Damage to the Chest and Head
- **Aggressiveness:** Proactive
- Has a command structure and multiple small groups acting together
- **Infection:** Disease does not kill victim, half of all qualities down 1 level, victim reanimates in d4 rounds
- **Total Fear/ Horror:** +3

LEGLESS THINKER (WILD CARD)

The Legless Thinker is first encountered in the grand piano in the ballroom. Due to his condition, he can only manage to crawl and may not crawl and fire his LeMat revolver at the same time. He had no intention of getting away, however, and once he starts shooting, he'll shoot until he's out of targets. If the PCs escape, he will try to crawl to another room and hole up until they return.

Attributes:
Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Pace: 1; **Parry:** 6; **Toughness:** 8; **Charisma:** 0

Skills: Fighting d8, Gambling d6, Guts d6, Notice d8, Shooting d6 + 2, Survival d8, Throwing d 6, Tracking d6

Special Abilities and Gear:
- Marksman
- Quickdraw
- Quick
- LeMat (Pistol; 2d6 - 2, AP1, 10/20/40: Shotgun; 1 - 3d4, 5/10/20)
- Bite (d6 damage)
- Claw (d4 + d6)
- Undead add +2 to their basic Toughness.
- Undead add +2 when attempting to recover from being Shaken.
- Undead don't suffer additional damage from called shots.
- Undead Wild Cards never suffer from wound modifiers.
- Undead do not suffer from disease or poison.
- **Vulnerability:** Takes Damage to the Chest and Head
- **Aggressiveness:** Proactive
- Has a command structure and multiple

small groups acting together
- **Infection:** Disease does not kill victim, half of all qualities down 1 level, victim reanimates in d4 rounds
- **Total Fear/ Horror:** +3

HUNTER ZOMBIE

The Hunter zombie is the zombie that moves around and messes with the PCs. His traps aren't especially clever, and it may not be clear to the PCs if he thinks he's playing with the PCs like a cat plays with a mouse.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6

Pace: 6; **Parry:** 5; **Toughness:** 9(2) / 11(4)

Skills: Fighting d6, Intimidation d6, Investigation d6, Notice d10, Shooting d6, Streetwise d6, Tracking d8

Special Abilities and Gear:
- Remington 1860 (.44 Caliber, 2d6 -1, AP1, 10/20/40, 2 extra packed cylinders)
- Bite (d8 damage)
- Claw (d4 + d8 damage)
- Undead add +2 to their basic Toughness.
- Undead add +2 when attempting to recover from being Shaken.
- Undead don't suffer additional damage from called shots.
- Undead Wild Cards never suffer from wound modifiers.
- Undead do not suffer from disease or poison.
- **Pace:** 6 / d6 Running Die
- **Vulnerability:** Takes Damage to the Chest and Head
- **Aggressiveness:** Proactive
- Has a command structure and multiple small groups acting together
- Disease does not kill victim
- **Zombification:** Disease does not kill victim, All qualities diminished one level, victim reanimates in d4 Days
- **Fear/Horror Modifier:** +1

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It's already too late to run…

The Zombie Apocalypse is upon us! The End is HERE!

In this book, you'll find ways to introduce zombies into any game, set any time and anywhere. A multitude of zombification theories are presented for use or inspiration, as well as campaign ideas to fight against them. The core of the book centers around creating the undead machines, and using 13 separate qualities, each with 4 separate levels of ability, any kind of zombie can be created. Any type of zombie can be emulated from any source, or you could create your own. Eleven types of sample zombies are given in the book, from the easy to put down, easy to run from Slow Zombies, to the deadly assassins known only as Shadow Stalkers.

This book is based off our original Zombacalypse for the Æther Gaming System but it has been completely redesigned and reformatted to work with the Savage Worlds system! In the same spirit as the original, this book contains 30 scenario ideas to act as adventure hooks and campaign spring boards that have been reworked for the Savage Worlds system. Additionally, rules for running a Horror game are inherent in the book, but certainly not required, giving your players and their characters the extra challenge of escaping with their minds and their bodies intact.

Also included within is an expansion of one of the adventure hooks, Behind Enemy Lines, a short adventure dealing with zombies in the American deep south during the Civil War.