



# All Flesh Must Be Eaten

## Introductory Game Kit

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

### Introduction

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

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

We hope that you enjoy this introduction to *All Flesh Must Be Eaten* and the world of survival horror. Further information on the *All Flesh Must Be Eaten* line of products can be found by visiting [www.allflesh.com](http://www.allflesh.com).

### Setting

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

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

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

### Archetypes

Archetypes are pre-generated Cast Members that are used in the *All Flesh Must Be Eaten* game. The Archetypes in this demo pack are Norms, regular people just slightly above average. They are the ones in the horror movie who should at least make it through the first fifteen minutes of the film. They should be given a name and may even be modified by anyone familiar with the *All Flesh Must Be Eaten* game.

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

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

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

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

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

# The Dutiful Boyfriend

Norm

STR 3 DEX 2 CON 3  
INT 2 PER 2 WIL 2  
LPS 34  
EPS 29  
SPD 10  
ESSENCE 14

## Qualities/Drawbacks

Attractive +1  
Charisma +1 (+2 on Social Tasks)  
Nerves of Steel (+4 to Fright Checks;  
only needed in extreme situations)  
Obsession (His Girlfriend)

## Skills

Brawling 2  
Computers 2  
Dodge 2  
Driving (Car) 2  
Driving (Truck) 2  
First Aid 1  
Guns (Rifle) 1  
Mechanic 2  
Play Instrument (Guitar) 1  
Research/Investigation 1  
Smooth Talking 2  
Sport (Football) 3  
Sport (Baseball) 3  
Stealth 2  
Swimming 3  
Throwing (Sphere) 3

## GEAR

Week's worth of clothing (jeans, tees and sweatshirts), a baseball bat, a baseball, some photographs of his girlfriend, some letters from his girlfriend, a roadmap of Alabama, a box of moonpies, a liter of cola, \$52

## Personality

Amber and I have been going out since the ninth grade. We have always been together, and we always will be together. I have never met anyone who I could connect with the way I have with her, and she feels the same way about me. All through High School, we never spent more than a day apart from each other.

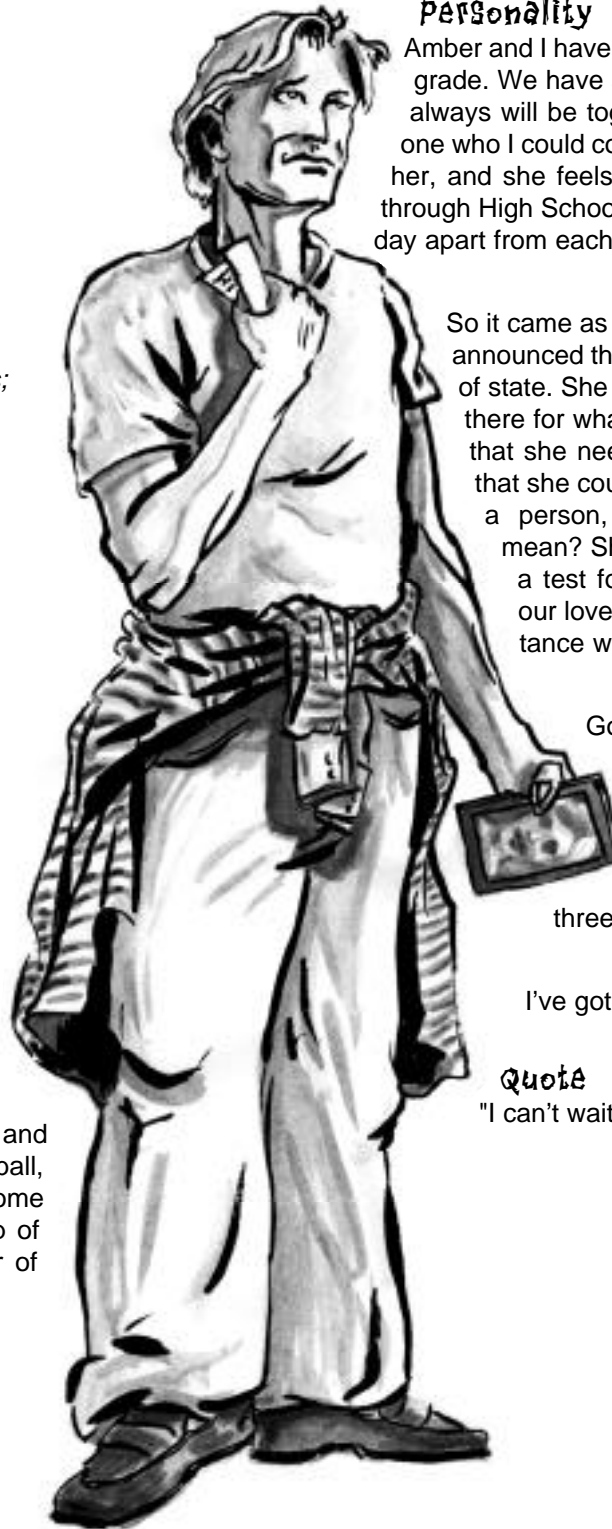
So it came as quite a shock to me when she announced that she was going to school out of state. She said they had a good program there for what she wanted to major in, and that she needed to go away to school so that she could grow as a person. Grow as a person, what is that supposed to mean? She also said that this would be a test for our relationship, and that if our love was meant to be then the distance would just strengthen it.

God, I hope she isn't planning on breaking up with me. Maybe she has already found someone else and she is just too afraid to tell me. She wouldn't that after three and a half years, would she?

I've got to see her now.

## Quote

"I can't wait to see her."



# The Cool Dorm Mate

NORM

STR 2 DEX 3 CON 2  
INT 2 PER 3 WIL 2  
LPS 26  
EPS 23  
SPD 10  
ESSENCE 14

## Qualities/Drawbacks

Charisma +2 (+2 on Social Tasks)  
Fast Reaction Time (+1 on Fear Checks)  
Situational Awareness (+2 on Perception Tests to notice trouble)  
Minority (African American) (will experience prejudice in most areas of the county)

## Skills

Acting 1  
Brawling 3  
Computers 2  
Dancing (Hip hop) 2  
Dodge 2  
Driving (Car) 1  
Hand Weapon (Club) 2  
Language (Spanish) 2  
Notice 2  
Seduction 2  
Smooth Talking 3  
Stealth 2  
Streetwise 3  
Writing (Creative) 3

## GEAR

Week's worth of clothing (Jeans and khakis, some tees, some nicer shirts), CD Discman, Mix CD (Everything from Miles Davis to Wu Tang), an anthology of spoken word poetry from the Nuyorican Poets Cafe, a pair of really cool sunglasses, a journal, \$23.81

## Personality

I came to the university to become a writer, but I also came here to get away from my old neighborhood. Things were starting to get so bad there that you couldn't think. I just needed to get away. So I end up at this school and end up sharing a dorm room with this love-sick fool.

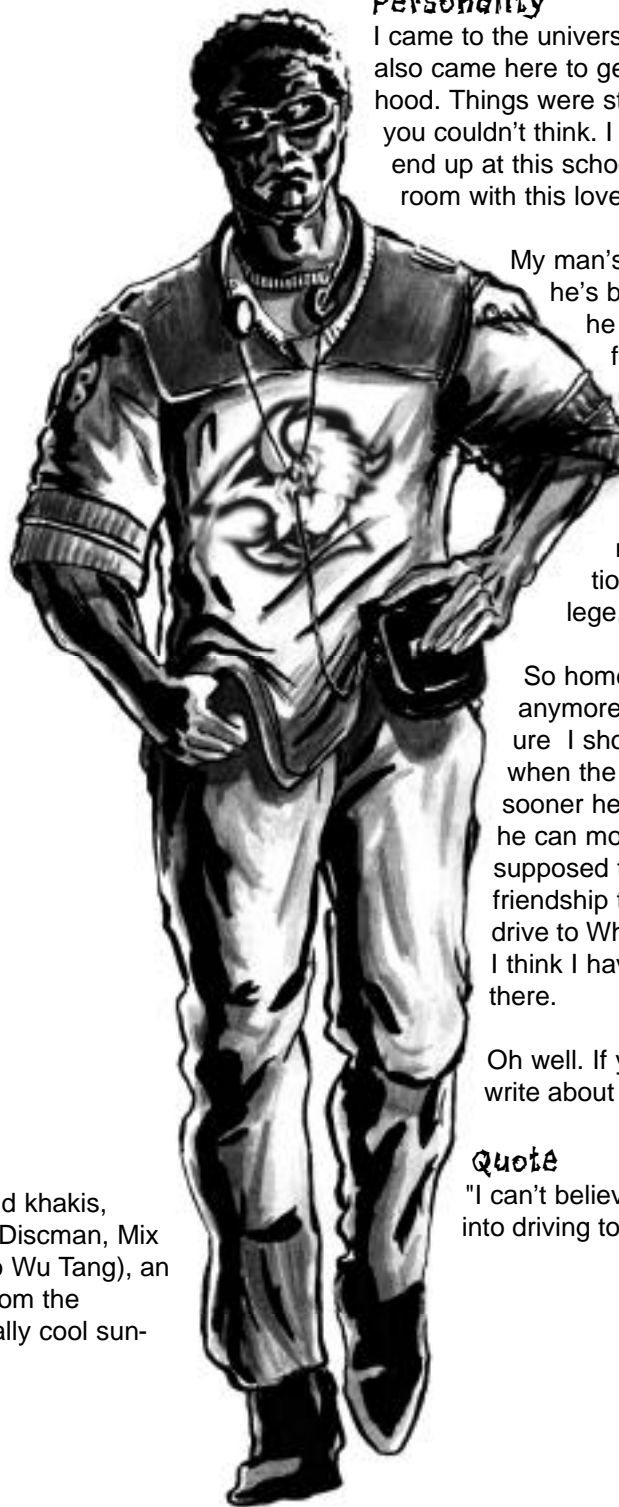
My man's all right most of the time—he's been a pretty good friend. But he has got to get over this girl-friend of his. He's always showing me her picture and I will admit that the girl is fine, but you know a woman like that is not staying pure when she is hundreds of miles away. High School relationships never last through college. Everyone knows that.

So homeboy decides he can't take it anymore—has got to see her now. I figure I should go with him to be a friend when the girl breaks his heart. The sooner he gets it over with, the sooner he can move on. That's what college is supposed to be about. It's a sign of our friendship that I am willing to help him drive to Whereinthehell, Alabama though. I think I have relatives that were lynched there.

Oh well. If you don't do it, then you can't write about it later.

## Quote

"I can't believe I let your dumb ass talk me into driving to Alabama"



# The Naive Freshman

NORM

STR 1 DEX 2 CON 1  
INT 4 PER 3 WIL 3  
LPS 24  
EPS 20  
SPD 10  
ESSENCE 14

## Qualities/Drawbacks

Hard to Kill 2 (+2 on Survival Tests)  
Photographic Memory (+1 on any skill involving memory, +1 to +3 on any Task using memory, both applied at the ZM's discretion)  
Resources 1 (some independent wealth)  
Attractiveness -1 (-1 on Social Tasks)  
Cowardly -1 (Simple Willpower Test required to avoid fleeing danger or even taking small chances)  
Emotional Problem (Fear of Rejection) (feels hurt and angry when rejected or ignored)

## Skills

Computer Programming 3  
Computers 3  
Electronics 3  
Engineer (Electrical) 2  
Humanities (History) 2  
Language (French) 1  
Language (Spanish) 1  
Piloting (Motorboat) 1  
Research/Investigation 3  
Science (Astronomy) 3  
Science (Mathematics) 3  
Science (Physics) 2  
Sports (Golf) 2  
Stealth 2  
Writing (Academic) 1

## GEAR

Week's worth of clothes (Corduroys, button-down shirts, college sweatshirt), a lot of homework and study material, a 12-pack of Jolt Cola, a Taurus Sedan, a Visa Gold Card with a \$5000 limit, \$462 in charges, and express instructions from his parents that it is for emergency use only, \$35

## Personality

High School was hell. I was always picked on for being smart instead of athletic. Like those dumb jocks are ever going to do anything with their lives. I couldn't wait until I graduated so I could go to college where my talents would be appreciated.

Imagine my surprise when I found out that college was just high school with drugs and alcohol. I got picked on for being smart. I got picked on for not getting high. I got picked on for being a virgin.

It wasn't until I started hanging out with these guys that I finally made some friends. They sometimes tease me about being too uptight, but they never pick on me and once they even stood up for me.

So when one of my buddies says he needs to get to Alabama and that I am the only one he knows with a car, how could I not help him? Besides, I hate confrontations and couldn't really say no even if I wanted to. Now I just have to figure out a way to explain this to my parents.

## Quote

"Hey guys? That gold card is supposed to be for emergencies only"



# The Manic Party Animal

NORM

STR 2 Dex 2 Con 3  
Int 2 PER 3 Wil 3  
LPS 39  
EPS 26  
Spd 10  
ESSENCE 14

## Qualities/Drawbacks

Charisma +2 (+2 on all Social Tasks)  
Hard to Kill +3 (+3 to all Survival Tests)  
Addiction -2 (Heavy drinking, occasional use of marijuana and LSD) (*withdrawal causes a -2 to all actions, penalty for being constantly buzzed is up to the ZM.*)  
Clown (Never takes anything seriously and jokes constantly)  
Covetous (Lecherousness) -2 (*May act against his better judgment to pursue the opposite sex, may do something reprehensible in the face of temptation unless succeeds at a Simple Willpower Test with a penalty of -1 to -3*)

## Skills

Acting 3  
Brawling 2  
Cheating 3  
Dancing (Industrial) 3  
Dodge 2  
Driving (Car) 2  
First Aid 2  
Gambling 3  
Haggling 2  
Play Instrument (Guitar) 1  
Play Instrument (Drums) 1  
Science (Chemistry) 1  
Seduction 2  
Singing 1  
Smooth Talk 3  
Streetwise 4

## GEAR

Not quite one week's worth of clothing (jeans, band tees, some Hawaiian shirts), lighter, pack of Camel Turkish Gold, half drunken bottle of Sauza Hornitos Tequila, a rapidly shrinking "stash," three dollars worth of Canadian money, and pack of Lubricated Trojan Pleasure Mesh Condoms, with added spermicide, \$7.83

## Personality

Think about it. College is supposed to be a time of experimentation, a time of opening oneself up to new experiences. When else are you going to be given this amount of freedom, this much opportunity to get incredibly wasted and have sex with as many people as you want? You've got to do that now.

It's all about priorities. So I have been in college three years and I haven't declared a major yet . . . so what? There is always going to be time to do that. You've got to live in the moment, you can't spend your life worrying about things. So what if they kick me out because I'm on academic probation? So what if I don't have enough money for tuition next year?

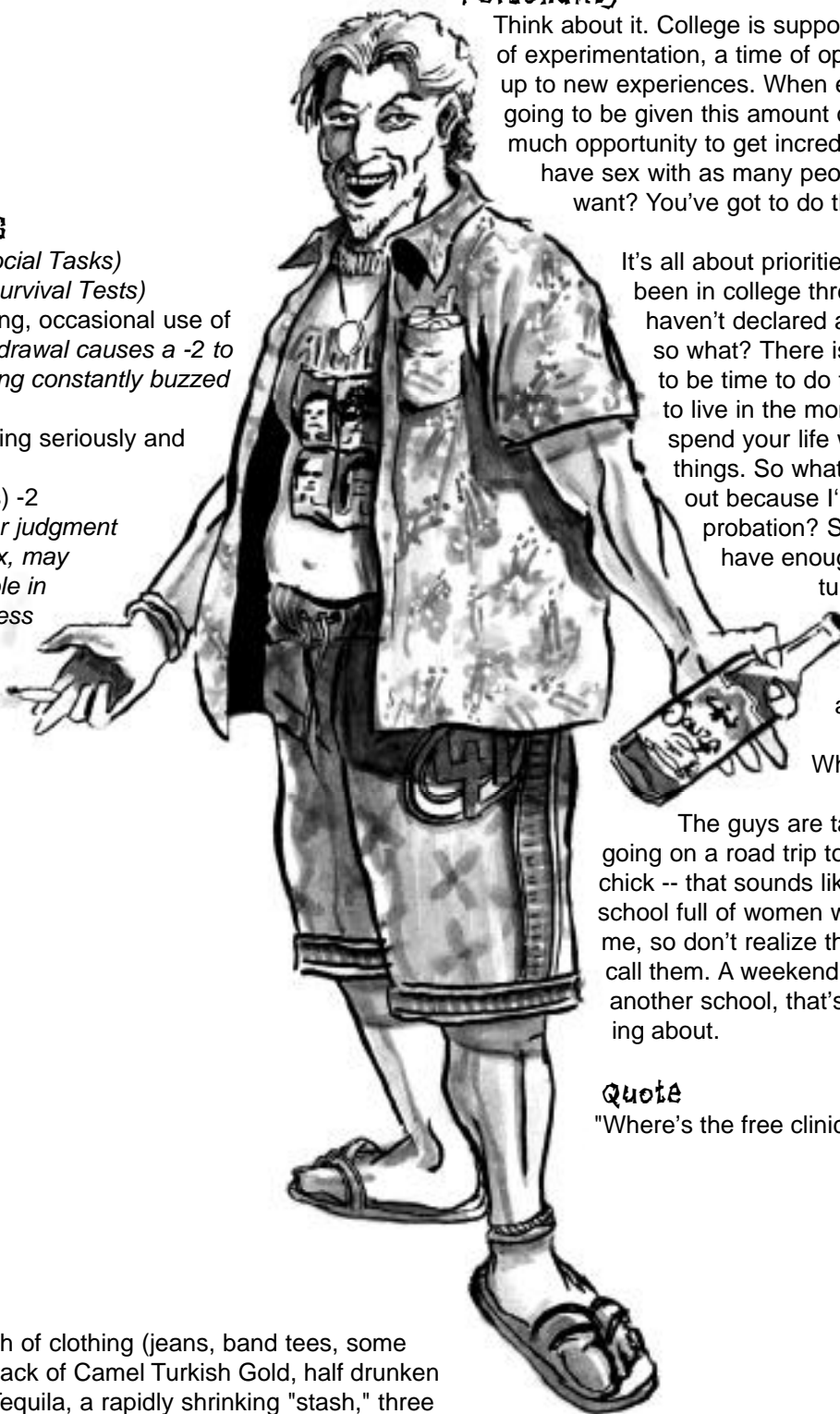
What am I going to do with my life anyway?

Who cares?!?

The guys are talking about going on a road trip to see some chick -- that sounds like fun. An entire school full of women who don't know me, so don't realize that I will never call them. A weekend of parties at another school, that's what I'm talking about.

## Quote

"Where's the free clinic at?"





# The Professional Student

NORM

STR 1 DEX 2 CON 2  
INT 4 PER 1 WIL 4  
LPS 22  
EPS 26  
SPD 8  
ESSENCE 14

## Qualities/Drawbacks

Nerves of Steel (+4 Fright Check; only needed in extreme situations)  
Situational Awareness (+2 to Perception Tests to notice trouble)  
Impaired Eyesight (Vision-based Perception Tests are -3 without his glasses)  
Lazy (Avoids Work)

## Skills

Computer Hacking 2  
Computer Programming 2  
Computers 3  
Electronics 2  
Engineer (Mechanical) 2  
Humanities (History) 1  
Humanities (Economics) 1  
Humanities (Law) 1  
Instruction 2  
Language (Latin) 2  
Mechanic 1  
Myth and Legend (Medieval Europe) 1  
Research/Investigation 3  
Sciences (Astronomy) 2  
Sciences (Mathematics) 2  
Sciences (Physics) 2  
Smooth Talking 2  
Writing (Academic) 2

## GEAR

A few extra clothes (jeans and old shirts), two liters of Mountain Dew, a 20 oz. bag of Salt & Vinegar Potato Chips, a bag of Nestle Crunch bars, some beef jerky and a Key Lime iBook which has some MP3s and games on it, \$16.90

## Personality

In the entire twelve years that I have been at the University, this past year was by far the most stressful. I came perilously close to graduating! Then where would I be? Out in the real world, forced to get a job. Forget that!

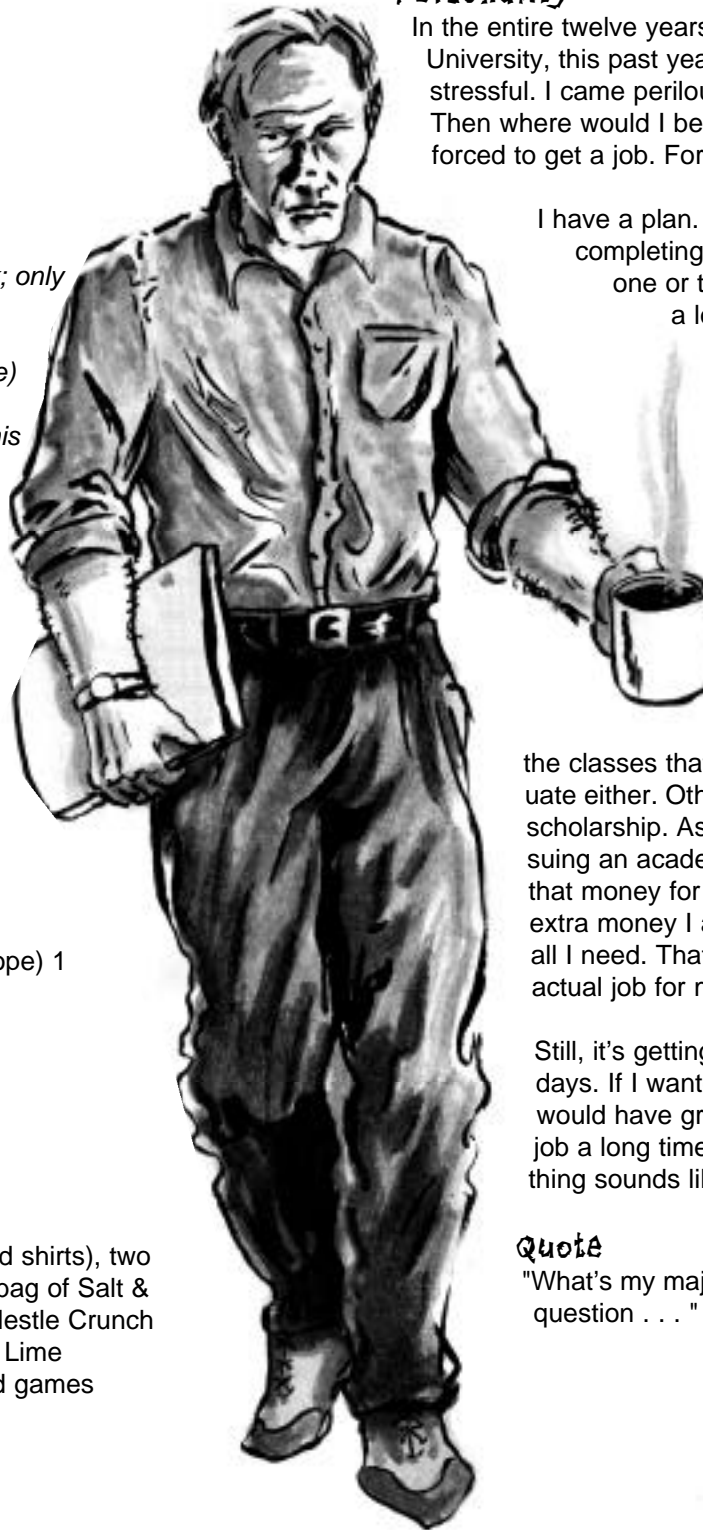
I have a plan. I am currently short of completing seven different majors by one or two classes each. There is a lot of interloping between majors so you have to be careful about which classes you take. You might pick a perfectly innocent seeming upper level elective and then find out it fulfills that one last requirement for one of those unfinished majors. It's a very delicate balancing act.

You can't just flunk out of the classes that would force you to graduate either. Otherwise they cut off your scholarship. As long as I am actively pursuing an academic goal, I can live off of that money for years to come. Plus the extra money I am making as a TA, that's all I need. That's close enough to an actual job for my tastes.

Still, it's getting to be a bit much these days. If I wanted stress in my life, I would have graduated and gotten a real job a long time ago. This whole road trip thing sounds like the perfect distraction.

## Quote

"What's my major? That's a complicated question . . ."



# The Well-Meaning Slacker

NORM

STR 2 Dex 3 Con 3

Int 2 PER 1 Wil 3

LPS 36

EPS 29

Spd 12

ESSENCE 14

## Qualities/Drawbacks

Hard to Kill +2 (+2 on Survival Tests)  
Good Luck +3 (+3 to any action once per game session, can be taken as one bonus of +3, three bonuses of +1, or a bonus of +2 and one at +1 at player's discretion)

Honorable (Does not lie to or betray friends or loved ones)

Talentless (-3 to anything creative, including artistic endeavors and Social Skills like Intimidation, Seduction and Smooth Talking)

## skills

Acrobatics 2

Brawling 2

Climbing 3

Dodge 2

Fine Arts (Painting) 2

Gambling 1

Intimidation 2

Lock Picking 2

Smooth Talking 1

Sport (Skateboarding) 4

Sport (Surfing) 2

Sport (Volleyball) 2

Streetwise 3

Throwing (Frisbee) 3

Throwing (Sphere) 2

## gear

Couple days worth of clothing (really baggy pants, tight tees and a cap made to be worn backwards), skateboard (+10 Speed if proper surface is available), hacky-sack, extra large bag of Fritos, six pack of Heineken, \$2.00 in change

## personality

Dude, so this college has turned out to be a major party school. It's totally awesome! All you have to do is kick back, listen to some tunes, grab a brew and some honeys. They don't even make you go to class! I haven't been to a class in like three months dude!

Even though this is a great place and all that, it still gets like kind of boring and stuff. I've beaten all the games I have for Playstation 2 and I keep getting hassled about doing skateboard stunts off of all the steps on the Quad. I just want to go somewhere different for a change. Somewhere like Alabama.

Alabama? Why not?

## Quote

"Dude!"





## The Rules

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

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

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

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

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

For example, Keith is playing a Hong Kong martial artist named Sonny Chang. The player wants Sonny to climb up the drainpipe of a three-story building. The ZM decides that this should be resolved with a Task using Sonny's Strength of 4 and Climbing Skill of 2. The player rolls a 4 on a D10, and adds 6 (Attribute 4 and Skill 2). The result is 10. Since this is higher than 9, the action is successful and Sonny Chang manages to make his way up to the rooftop. The ZM then tells the player that he needs to roll a Simple Perception Test. Sonny's Perception is 3 so this is doubled to 6. A D10 is rolled and comes up a 6, for a total of 12. The ZM informs the player that Sonny Chang cannot help but notice the sticks of dynamite bundled together on the rooftop and the small red display that is rapidly counting down to zero.

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

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

## The Role of Luck

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





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

## Modifiers

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

### Base Modifiers Table

**Routine:** No roll need

**Easy:** +5 to roll

**Moderate:** +3 to +4

**Average:** +1 to +2

**Challenging:** No modifier (this includes most combat rolls)

**Difficult:** -1 to -2 to the roll

**Very Difficult:** -3 to -5 to the roll

**Heroic:** -6 to -9 to the roll

**Near-Impossible:** -10 or worse



## Outcome Table

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

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

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

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

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

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

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

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

## Getting Scared

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

Once a character fails a Fear Test, use the Fear Table. Roll D10 and subtract the character's Willpower from the result. Then apply any Fear Test penalties as a bonus. So if the character had a -4 to her Fear Test, she would have a +4 when rolling



on this table. If the final result is less than 9, the character was only scared for a few seconds. If it is more the 9, the Fear Table uses Success Levels to determine the effect that fright has on a character. As with anything else, if the ZM feels the result is inappropriate, he can always change it to something else.

### Fear Table

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

### Combat



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

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

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

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

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

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

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

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

Once everyone has finished hitting, slashing, or shooting whomever they intended, damage is determined according to the weapon used. Armor Values (AV) are rolled (if necessary) for the target, and that much is subtracted from the damage inflicted. In the case of a bullet, the remaining damage is doubled.

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

## The Effects of Injury

A character reduced to 5 Life Points is seriously hurt. It is difficult to do much of anything and all actions have a negative modifier of anywhere from -1 to -5. At 0 points or below, the

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

For example, Liz Rosen is shot twice by a 10mm for 50 points of damage. She had 22 Life Points and is now at -28. Her Constitution is 2 and her Willpower is 2. This total of 4 will be reduced by 2 (1 for every 10 points below zero) for her Survival Test. She needs to roll a 6 or better to live. If she does not receive any kind of medical attention, a minute later she has to make another Survival Roll with a -1 penalty. If she lives, she must make a Consciousness Test to avoid passing out. This will be at a -28, so unless she rolls a string of 10s, she is going to lose consciousness.



## Objects

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

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

## Endurance Loss

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

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

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

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

## Essence Loss

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

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

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





## Road Trip of the Damned

by Thom Marrion

The following adventure allows new ZMs to introduce their players to *All Flesh Must Be Eaten*, using the pre-generated Cast members that appear in this demo pack.

### The Basic Facts

The adventure starts as a typical college road trip. The Dutiful Boyfriend has been gripped by an irrational fear that his long-time girlfriend is cheating on him. The other characters have different motivations for going along on the trip, all of which appear in their Personality write-ups.

The road trip starts at Pungo State University on the eastern coast of North Carolina and ends up in Bleys University in the town of Wherewith, AL. If the ZM and the players want to pick different parts of the country, go ahead. As long as the final destination is a small college in a rural area, any school works.

### The Road Trip Begins

This part of the adventure can take as long as the ZM wishes. If the players are not aware that this is going to be an *All Flesh Must Be Eaten Game*, any number of roadside misadventures can take place. Examples include the Cast Members making the Naive Freshman get a tattoo in Charlotte, going bar crawling in Little Five Points in Atlanta, having to deal with some scary back-woods types when the car breaks down in La Grange. Another appears below.

### The Wrong Bar

By the time the Cast Members get to Opelika, AL, they are sick of driving and sick of the road. Even though Wherewith is only a few more miles away, everyone but the Dutiful Boyfriend wants to stop now. The party pulls into the gravel parking lot in front of a dark wooden building that claims to be a bar. "Building" is a bit of an exaggeration—it is actually more of a glorified shack. The sign by the door calls it the Rebel Yell. There are no windows, and a Simple Perception Test reveals far more motorcycles than cars in the parking lot.

The sounds of a jukebox and alcoholic murmurings can be heard from outside. Once the party enters, an uncomfortable silence settles as everyone turns and looks in their direction. The men are all large, denim and leather clad guys who have tried to fit as many tattoos as possible on their skin. They appear to be having a facial hair-growing contest. The women wear too-tight clothes, and many of them show signs of a very hard life. When the party gets to the bar, the bartender is very curt but they are still able to get something to drink. At that point, a younger, less damaged-looking female approaches one of the characters and starts flirting. The larger bikers appear angry and jealous. Absent a good Smooth Talking Task roll, the party should probably run away as fast as possible.

Maybe both.

The ZM should let the party escape from the bikers. They are going to have a lot more to worry about soon enough.

### Wherewith, Alabama

Wherewith is located on the banks of Lake Martin in Alabama, north of Montgomery. It is on Route 63 south of Alexandria. The town itself is fairly small (pop 3,250). Most of the residents either work in shops that cater to Lake Martin tourists, attend or work at Bleys University, or are part of the sizable retired community. The main landmark downtown is a small park built around a menhir stone. Town legend says it was erected by the Welsh prince Madoc when he explored Alabama in 1170. There is no factual basis for this legend, but it amuses the tourists.

A number of quaint shops line either side of the park. Between the park and Lake Martin is the Town Hall, which is a two-story antebellum brick building. There are docks in the back of the building. A few blocks away is a small Police Department building (staff of five) and a volunteer Fire Department building. Next to the Town Hall is an old mill that





has been converted into a restaurant. The town hall is next to the bridge that crosses the big Kowaliga Creek part of Lake Martin in the southern part of the town.

Traveling north out of town, the area becomes increasingly rural. A large cow pasture off of Route 63 is owned by the University (for the Agricultural Studies Department). East of this pasture is Willow Point Airport (little more than a hanger and crop dusters). West of Wherewith is Bleys University.

## Bleys University

Bleys University is comprised of brick antebellum buildings, trees, and students putting off getting a real job for as long as possible. The Student Union is next to an old Clock Tower and the school buildings cluster around a grassy quad. All of the buildings are two to three stories tall. The dormitories are old brick buildings and range in height from three to five stories. The campus has a free clinic, a gas station, a small motel for visiting parents and Owain Stadium. There are some docks on the banks of Lake Martin.

## Entering Wherewith

After hours of driving, the party arrives in Wherewith. On the way into town, the characters pass the cow pasture owned by the University. They are able to tell the owner from the sign that says “Bleys University Agricultural Department.” A simple wood fence surrounds the pasture. If any of the characters succeed at a Difficult Perception Task, they notice that the cows are not exactly normal. They seem laconic and sick. Still, the Dutiful Boyfriend is not going to stop for cows. He wants to see his girlfriend.

## Seeing Amber

Soon the party is in Wherewith and enters Bleys Campus via the north road. They notice the gas station, the stadium, and the clock tower immediately. The streets are pretty empty, as they arrive close to supertime. Amber lives in Branwen Hall, a five-story coed dormitory near the quad. A central elevator is used more than the stairs at either end of the building.

Amber lives on the fifth floor. When the party gets to her dorm room, they find that the door is slightly open. Pushing the door open confirms the Dutiful Boyfriend’s worst fears. Amber is on the bed with another guy. Her back is to the door but she is straddling the other man and leaning down towards him. It looks like the Dutiful Boyfriend has caught Amber in the middle of a delicate situation.

Still, Amber does not answer to questions. A closer look reveals that she is not making out at all. She is chewing on the boy’s brains through a gaping head wound. Amber’s face is covered with blood and her complexion is all wrong.

Hey, at least she was not actually cheating on the Dutiful Boyfriend.

As soon as the party figures out that Amber is a zombie, they notice that some students are beginning to enter the hallways



and are heading in their direction. Three zombies (a frat boy, a preppy girl and some guy in a Bleys University sweatshirt), all splattered in blood, approach from the stairs at the end of the hallway. One zombie (in a Bleys University football jersey) comes from the direction of the elevator. This would be a good time to leave the dorm.


If someone scans about for a weapon, a baseball bat (damage: d8 x Strength), a glove and ball (range: 3/7/10/13/20, damage: Strength) are next to the bed.

If anyone in the party waited in the car, they see a few people start to walk towards them. The longer any Cast Member stays in the car, the more zombies gather around the vehicle trying to get in. Still, the ZM should limit the crowd around the car to no more than five zombies per Cast Member.

## The Nightmare Begins

If they do not think of it, the party should be encouraged to gather at the car. Once they leave Branwen Hall, they see that the streets are becoming more populated with the reanimated corpses of the student body. When the Cast arrives, the zombies start to shamle in their direction.

Naturally, at this point, one of the Cast Members notices that their fuel gage is on empty. If the Dutiful Boyfriend was not is such a blessed hurry . . . Anyway, the car does not have enough gas to make it out of town.



If the party drives to the gas station, they see a group of six zombies feeding on the corpses of two attendants. No matter what, they cannot get more than a gallon or two of gas before the horde gets too thick. If they search, they find a medic's kit (+2 to First Aid Tasks), a cutting torch (damage: D10), and a tire iron (damage: D6 x Strength).

It should also be noted that driving at high speeds through campus streets that are getting crowded with zombies requires a Driving Task. If the Task fails, plenty of trees, bushes and poles "jump" in front of the car. If this happens, roll a D10 and add four (double the car's Toughness 2). If the result is less than 9, a depressing amount of smoke rises from the engine and the party will not be able to start the car again. Time to walk.

### We Gather Together

During all this, Cast Members who succeed at a Simple Perception Test notice the zombies seem to be heading towards the Stadium. The stadium parking lot is full of cars that may be used as an alternate means of transportation if the Naive Freshman's Car ends up wrapped around a tree or overturned by zombies. Any of the Cast Members with the Streetwise Skill may try to hot wire a car. The Task suffers a -2 due to the distraction of having about twenty zombies roaming around the parking lot. If a new car is secured, the same driving penalties apply and the same Toughness Test can be used to see if that car becomes inoperable as well. Even better, on a roll of 3 or less on D10, any given pick-up truck that is searched has a hunting rifle (range: 10/50/150/600/1000, damage: D8 x 6) or shotgun (range: 10/30/50/100/200, damage: D8 x 6) in its gun rack, and a small box of ammunition (24 shots) on the floor.

If the party wants to investigate the Stadium, and manages to get close enough without being eaten, they hear the sounds of screaming. There are about twenty-five people huddled together in the middle of the field and twice as many zombies surrounding them. The undead systematically massacre the remaining survivors, leaving the Cast Members the only prey left on campus. Unless, of course, the party figures out some way to stop the killing . . .

### Strange Visitors

Every once in a while, the ZM may ask for a Difficult Perception Test to spot the National Guard Helicopter that occasionally passes overhead. At night, the helicopter intermittantly shines a spotlight on the ground (making it much easier to see). It does not land, nor does it fire at anything . . . yet.

If the party had a run in with the bikers earlier, they soon hear the sounds of motorcycle engines coming into town. The bikers do not really get a chance to mess with the party because they are quickly overwhelmed by the zombies. The bikers soon become part of the horrifying landscape. The occasional burning wreckage of a Harley that has crashed into the side of an old brick building may also be seen. Best of all, the ex-bikers no longer need their weapons. If the ZM is feeling both cruel and generous, the party should be able to find a still running motorcycle near any

random scene of biker carnage. It should be noted that none of the characters actually know how to ride a motorcycle.

### Send in the Cows

As the evening progresses, the party soon has something else to worry about. The cows from the north pasture have broken through the fence and are now heading towards Wherewith and Bleys University. A herd of three zombie cows per Cast Member encountered is recommended. Things are starting to get freakier by the second and the party must either find shelter or a way to escape.

### Give Me Shelter

The Cast Members can identify several buildings strong enough to hold off the hordes of hungry dead. If they chose to lock themselves in a room, it is only a matter of time before the zombies become aware of their presence and try to force their way through the door. The door locks have an Armor Value of 6 and the doors themselves have a Damage Capacity of 30. If the party picks a room on the ground floor, windows only have an Armor Value of 1. If they are real lucky (1 in 10 chance), they happen across a chainsaw full of gas (damage: D10 x Strength).

The characters might want to seek higher ground. The tallest building on campus is the Clock Tower (seven stories tall). A single staircase leads to a top room full of mechanical gears that keep the clock running. The stairwell is narrow enough that at most only two zombies are able to attack at the same time. It is easy enough to defend, but the characters have no where to go. Windows on the top floor can be used to get to the outside of the tower. Standing on the narrow edge at the top of the building requires an Acrobatics Task or a Difficult Dexterity Test. In time (a roll of 2 or less on a D10 per hour), a character so situated can attract the attention of the National Guard Helicopter observing the situation. Anyone who falls from the ledge around the top of the Clock Tower takes D6 x 20 points of damage. That would be bad.

### Getting Out of Dodge



Quite a few motorboats are moored on the campus docks. If the Cast Members can make it to one of the boats, the lake is an escape route. Anyone speeding a motorboat through unfamiliar waters at night suffers a -4 to their Piloting (Motorboat) Task. A failed Task may result in the boat hitting a rock and overturning. At that point, the party has to make their way back to the zombie filled shore.

The party might be able to drive out of town. Between the horrified remaining bikers, herds of zombie cattle, and shambling hordes of the undead, whoever is driving will have to roll quite a few Driving Tasks. If the group heads south over the bridge, they come across a National Guard roadblock. Another roadblock is set north of town past the University's pasture. Naturally, this roadblock was established just after the Cast Members drove into town.

A gas station is located near the downtown area, one block west of the park. Much like the campus, downtown Wherewith is becoming overwhelmed by the dead. If the party makes it as far as downtown and are then forced to seek shelter, they can try the municipal buildings or any of the stores. The shops on either side of the downtown park are all two stories tall. The group could also try to hide out in the police department. There is one cell with steel bars that the zombies cannot get through, but the party cannot get out of either. The party could raid the police department for weapons (baton damage: D6 x Strength, handgun range: 3/10/20/60/120, handgun damage: D6 x 3, shotgun: see above) and a radio to try to call for help.

If the group tries to call for help, they find that none of the telephone lines are working, and no one answers the radio calls. After the first few hours in town, the power goes down as well.

### Free At Last

If the party makes it out of town and avoids getting shot by overzealous National Guardsmen (by this point, the characters are covered in blood and looking pretty bad), they are immediately put into quarantine. If anyone has been bitten, one of the scientists gives the Cast Member an injection. If the scientist succeeds at a Science (Chemistry) Task, the character is no longer in danger of changing into one of the hungry dead.

If any of the party thinks to ask the scientists what is going on, they must succeed in a Smooth Talking Task to get an answer. The scientist explains that Bleys University was doing some biological research on the cattle. They were testing out different compounds and one of them had the effect of turning the test animals into undead creatures. The problem could have been contained if a few frat boys had not sneaked into the field for a little cow tipping fun. They got bit, turned within a few hours and spread their condition throughout the student body and latter the town itself. The whole area is now under quarantine and the characters that survived have a great many of painful tests ahead of them.

Hey, they did not get eaten by zombies . . .



### Road Trip of the Damned Zombies

**Str 2 Dex 1 Con 2 Int -2 Per 1 Wil 2**

**Dead Points 15 Endurance n/a**

**Speed 2 Essence 6**

**Skills: Brawling 2**

**Attack:** Bite damage: D4 x 2 (Zombie attacks with a Difficulty Dexterity Text; for each zombie crowding around (if more than one and up to five), victim suffers a -1 per zombie on any defensive Task or Test.)

**Weak Spot:** Brain (The only way to harm the zombie is to attack the head, which is -5 to hit. All the Dead Points are located in the head. 15 damage points or more in a single attack will sever a zombie limb. A zombie with one leg moves at half speed and suffers -2 on attacks. A zombie with no legs has a Speed of 1 and suffers -4 on all attacks as it crawls around. Doing 20 points of damage or more to the torso in a single Turn knocks the zombie down for one Turn. During the next Turn, it gets back up again (and looks much worse for the wear). Other damage short of 200 Dead Points has no effect on the walking dead, other than cosmetic. At 200 or greater Dead Points, the zombie is neutralized.)

**Getting Around:** Slow and Steady (The zombie does not run, or even walk very fast. It just sort of shambles.)

**Senses:** Like the Dead (The zombie feels no pain and can only make out dim forms.) Life Sense (Regardless of its low Perception, the zombie can sense the presence of any living being within ten yards. Once the zombie has located food, it stays as close as possible until it can feed. If the characters hide out in a secure building, the zombies will keep massing outside until they find a way to get in.)

**Intelligence:** Dumb as Dead Wood (The zombie just is smart enough to find things and kill them. It cannot open doors or climb over things very well, it basically moves in a straight line and knocks things over.)

**Spreading The Love:** One Bite and You're Hooked (The zombie needs only bite its victim and he turns into a zombie in 2D10 hours. The last few hours before the transformation bring increased hunger for meat, a sickly pallor and a marked decrease in cerebral activity.)



### Road Trip of the Damned Zombie Cows

Str 6 Dex 1 Con 2 Int -2 Per 1 Wil 2

Dead Points 15 Endurance n/a

Speed 2 Essence 6

Skills: Brawling 2

Attack: Bite damage: D4 x 6

Weak Spot: Brain

Getting Around: Slow and Steady

Senses: Like the Dead

Intelligence: Dumb as Dead Wood

Spreading The Love: One Bite and You're Hooked.



### National Guard

Str 2 Dex 2 Con 3 Int 2 Per 3 Wil 2

Life Points 30 Endurance 26

Speed 10 Essence 14

Qualities/Drawbacks: Contacts (Military) 2

Skills: Brawling 2, Bureaucracy 2, Climbing 2, Computers 2, Demolition 2, Dodge 2, Driving (Jeep) 2, Driving (Truck) 1, First Aid 2, Guns (Assault Rifle) 2, Guns (Handgun) 2, Hand Weapon (Knife) 2, Pilot (Motorboat) 1, Stealth 2, Survival (Forest) 2, Swimming 2

Gear: 5.56 mm assault rifle (range: 10/50/150/600/1000, damage: D8 x 4 damage, shots: 20), .38 caliber handgun (range: 3/10/20/60/120, damage: D6 x 3, shots: 8), large knife (damage: D4 x Strength), fatigues, Class IV Vest (Armor Value: (D8 x 5) + 20), Class III Helmet (Armor Value: (D8 x 3) + 18), backpack full of assorted survival gear (ration, compass, flashlight, matches, etc.)

### Angry Bikers

Str 3 Dex 2 Con 3 Int 2 Per 2 Wil 2

Life Points 15 Endurance 29

Speed 10 Essence 14

Qualities/Drawbacks: Contacts (Biker Gang) 2

Skills: Brawling 2, Cheating 2, Dodge 2, Driving (Motorcycle) 4, Gambling 1, Guns (Handgun) 2, Guns (Shotgun) 2, Hand Weapon (Club) 2, Hand Weapon (Knife) 2, Intimidation 2, Mechanic 3, Streetwise 3

Gear: Leather jacket (Armor Value: D4, halved against gunfire), large knife (damage: D4 x Strength), shotgun (range: 10/30/50/100/200, damage: D8 x 6, shots 4), motorcycle

### University Scientists

Str 2 Dex 2 Con 2 Int 3 Per 3 Wil 2

Life Points 26 Endurance 23

Speed 8 Essence 14

Qualities/Drawbacks: Contacts (University) 3

Skills: Bureaucracy 3, Computers 2, Driving (Car) 2, Engineer (Biological) 4, First Aid 2, Instruction 2, Research/Investigation 3, Sciences (Biology) 5, Sciences (Chemistry) 5, Swimming 2, Writing (Academic) 3

Gear: Laptop computer, doctor's bag, specimen jar, collection tools, tape recorder, video recorder.



### The Naive Freshman's sedan

This is a nice metallic blue American Sedan badly in need of a wash.

**Weight:** 2500 lbs

**Top Speed:** 130 mph; 65 yards per second

**Acceleration:** 30 mph; 15 yards per second

**Range:** 550 miles

**Toughness:** 2

**Damage Capacity:** 45

**Armor Value:** 2



### Deuce and a Half Military Truck

**Weight:** 12,000 lbs

**Top Speed:** 60 mph/30 yards per second

**Acceleration:** 15 mph/7 yards per second

**Range:** 350 miles

**Toughness:** 4

**Damage Capacity:** 170

**Armor Value:** 3



### Jeep.

**Weight:** 2000 lbs

**Top Speed:** 70 mph/35 yards per second

**Acceleration:** 20 mph/10 yards per second

**Range:** 320 miles

**Toughness:** 4

**Damage Capacity:** 70

**Armor Value:** 2



### Motorcycle.

**Weight:** 500 lbs

**Speed:** 160 mph/80 yards per second

**Acceleration:** 45 mph/22 yards per second

**Range:** 225 miles

**Toughness:** 1

**Damage Capacity:** 33

**Armor Value:** 2

### Motorboat

This is a small boat with an outboard engine capable of carrying four people safely. If all six Cast Members are trying to use the boat, a Piloting (Motorboat) Task must be rolled every minute to avoid capsizing.

**Weight:** 1400 lbs

**Speed:** 20 mph/20 yards per second

**Acceleration:** 4 mph/2 yards per second

**Range:** 150 miles

**Toughness:** 2

**Damage Capacity:** 38

**Armor Value:** 2





# Bleys University

