

MASSACRE AT MULETON

A Politically Incorrect B-Movie/Suburban Wasteland Deadworld
By Mr. & Mrs. TexasZombie, original (non-Eden) concepts © 2003 [WDR](#)

WARNING: Some language and ideas herein may be offensive to some. Exercise personal responsibility and read at your own risk. Otherwise, enjoy!

Things are not as boring as they seem in Muleton.

Unknown to this bastion of middle American values, dark and evil forces are at work in their quiet town. In the abandoned copper mines, Dr. Hackula's undead have escaped from his laboratory. In the forgotten settlers' cemetery, the Flair Witch, with the help of industrial chemical leakage, is urging the dead from their graves in her quest for vengeance. At the golf resort, the desecration of an ancient Indian burial ground has caused unquiet spirits to rise to avenge the loss of their forest. And deep in the Dead Wood, the Satanic Drug-using Communist Ecoterrorist have succeeded in their efforts to raise the dead.

Things are **not** looking good for Muleton.

History

Muleton City is a small and decrepit burg deep in the heart of (choose one):

- the Redneck-infested High Plains of Texas (recommended),
- the Corn-infested Cornfields of Iowa,
- the Sasquatch-infested forests of the Pacific Northwest, or
- the Jersey Boy-infested Pine Barrens of New Jersey).

Many years ago Muleton had great plans that the copper mines would enhance the local economy enough to attract big business and manufacturing plants. The copper mines played out in the 1950s and Muleton has been floundering since. The population has declined from a high in 1952 of 54,931 to the current population of just over 9,000. The city itself is surrounded by a ring of abandoned and condemned houses and buildings, then further surrounded by a ring of modern gated communities and exclusive housing additions.

Demographics and other boring stuff

Population: 9377

Growth Rate: - 0.05% per annum (give it another hundred years and there wouldn't have been anyone left even without the impending Zombie Massacre at Muleton)

Major Employers: employing about 1300 people total

- Clarkie's Cookiebars (658 employees) - west side of Downtown
- Magnalux Mercury Switches (783 employees) - north side of Downtown
- Tagliner's Topbelly Jellies and Metallic Paints (330 employees) - east side of the Bad Side of Town
- Muleworld Amusement Park (28 employees) - West of the highway across from Happen Haven Public Housing
- The University of Muleton (89 employees) - Downtown
- Girth Buster Healthy Foods (Home of the Warriors of the Waistband!) (134 employees) - north side of Downtown
- Ormel P. Humpingford Minimum Security Prison (239 employees, 693 inmates) - just north of the Municipal Tire Dump and Landfill*
- Rollingoakfieldplace Mall (173 employees, 29 open stores, 85 closed stores) - on the west side of the highway between Utopia City and Bunnyrun Junction.
- Big Ol' Hole Gravel Quarry (583 employees) - east side of Bumper Hill

Other businesses and enterprises employ roughly 1400 people. Of these, about 150 are city and county employees. Another 20 or so are state and national government employees. Around 600 more people commute to work in other nearby cities and towns. Around 1600 people are unemployed, homemakers, independently wealthy, or retired.

*The Ormel P. Humpingford Minimum Security Prison is not described in this Deadworld. Since a minimum security prison offers so many horrible possibilities during a Zombie Attack, each Zombie Master is encouraged to develop this facility on his or her own terms and tastes.

Educational Institutions

The University of Muleton (573 students, staff and faculty) - Downtown
 Humpingford Preparatory School (134 students, staff and faculty) - Utopia City

Immediate Surrounding Area

Vacca Gigante Dude Ranch (averages 18 employees and 38 guests) - south of the Bad Side of Town just across the highway
 Eustice M. Fritzwater State Wilderness Area (20 employees) - west side of map
 Lydon Bane Johnston Country Club and Golf Spa Resort (140 employees) - just north of the Wilderness Area and southeast of the Choppin' Field

Notable Geographic and Ethnographic Features AND Zombie Hotspots (see Map near the end of this tragic tale)

- **Lake Muleton** - depth 1 - 182 feet. Each day a cast member is on the lake shore or in a boat on the lake, there is a 2% chance they'll see Muley the Lake Monster or the giant catfish. If so, they have only one chance to escape before being eaten (see below, **Outlying Areas, Additions, and Gated Communities**).
- **Bumper Hill** - elevation 400 feet.
- **Mount Pallydoggie** - elevation 1800 feet; named for Eustice M. Fritzwater's favorite mule.
- **Lookout Point** - popular scenic overlook; every tree and bolder is covered in obscene graffiti and every inch of ground is covered in trash, broken beer bottles, and discarded underwear.
- **Lovers' Lane** - popular with the students from area schools; it looks like Lookout Point, but there's less glass on the ground to blow out tires on the cars of visitors.
- **The Eustice M. Fritzwater State Wilderness Area** - several thousand square miles of featureless

pasture and tangled low growth brush. *Unknown to the inhabitants of Muleton, small settlements of Mutant Cows and Mutant Coyotes are hidden deep in the Wilderness Area. The Mutants migrated here from the area around the abandoned Parasol Corporation Factory. The Mutant Cows are currently experimenting with making Crop Circles in hopes of attracting Space Cows to take them to a better place. Old Man Gormley and the other Flat Earthers can see the Crop Circles from the top of the Joyfield Retirement Community highrise tower, and thinks the Alien Grays are going to land any day now.*

- **The Muleton Mineworks and Smelter** - the mines have been abandoned since the 1950s and are potentially unsafe, but since the tunnels were bored through solid bedrock, cave-ins aren't as likely as methane explosions or drowning in pools of accumulated rainwater. **BUT**, *unknown to anyone in Muleton, Dr. Vormer Heimlich, mad scientist extraordinaire, has a secret laboratory hidden deep in the mines from which a bunch of Zombies have recently escaped! Unfortunately, they ate Dr. Heimlich who was trying to stop them. He had a secret anti-zombie formula, but it was lost when one of the zombies thought the lab notebook tasted like Vormer and ate it too. Alas and woe!*
- **The Choppin' Field** - a field with hundreds of tree stumps where irresponsible logging took place to build the lodge at the Lydon Bane Johnston Country Club and Golf Spa Resort. *Two professors at the University of Muleton have recently discovered a Native American burial ground is here and has been inadvertently desecrated and the dead are rising as Zombies to avenge the desecration of their burial ground! Wild Bill Hitchcock and Wanda Smarts have figured this out too and are currently stocking up on supplies to survive an impending supernatural assault.*
- **Dead Wood** (used to be a pleasant grove along a bubbling brook until runoff from the copper mines poisoned the soil; now it's a forest of dead trees that look like twisted bodies writing in agony at their untimely death at the hands of industry.
- **Yeller Creek** - used to be the bubbling brook that ran through the woods mentioned above
- **That Creepy Old Abandoned Factory Way Out On The Bad Side Of Town** - looks like acres and acres of rusty warehouses, filling lines, storage tanks, a rail head, etc. and was thoroughly polluted during the 1960s before it finally went out of business in 1973; *just downhill from the factory is a forgotten cemetery where the original European settlers were buried; the town historian and Wanda Smarts believe that the Flair Witch was buried there after being killed by buffalo hunters in 1875 who thought she was a big fat hairy cow.*
- **That Creepy Old House Way Out In The Woods** - on the bank of Yeller Creek deep in Dead Wood; *rumor has it that a mass murderer used to live there but was killed by the revenant of the Flair Witch in a domestic dispute over where to bury the bodies of his victims; rumor also has it that a secret cult of Satanic Drug-using Communist Ecoterrorists carry out their gruesome and mysterious rites here when no one is watching.*

Outlying Areas, Additions, and Gated Communities

- **Bunnyrun Junction** (where all the wannabe rich folks live) - there is a security gate, but it has never been manned by a security guard.
- **Happy Acres Estates** (full of lawyers and real estate agents) - there is a security gate, but it is manned by three octogenarian security guards (who each work an eight-hour shift) who are asleep and unaware of their surroundings 90% of the time.
- **Joyfield Retirement Community** - chock full of old timers, one of which is Thad Gormley, local historian and conspiracy theorist, and President of the local chapter of the Flat Earth Society.
- **Happy Haven Public Housing** - mostly vacant - wasn't really needed, and no one wants to move there now as it looks like a Soviet Army Barracks and is suffering from maintenance neglect by the evil owner, Eustice S. Fritzwater.
- **Utopia City** - The Future Is Here, Today! Mostly vacant lots or half-finished homes. Only 1 in 4

lots is actually occupied by a cutting-edge high-tech wired and wireless digital home.

- **Lake Muleton** - a stream (Yeller Creek) was dammed to fill up a valley just east of Muleton; it would be great for water skiing if they'd've cut down the trees first; on the other hand, the fishing is great! There are periodic reports of man-eating giant catfish and lake monsters (including the locally famous Muley Monster), but other than a few blurry photographs, there is no physical evidence of their existence. This is because they do exist and have killed and eaten everyone who has ever gotten a good photograph of them.
- **Pleasanton Beach** - tons and tons of coastal beach sand were hauled in to create a beach on the east side of Lake Muleton.
- **Vista Del Viejo** - gated community (where all the real rich folks live) - there is a security post manned at all times by highly energetic and over-zealous minimum wage Rent-A-Cops who want nothing more desperately than to have a real emergency and use their safety whistles to warn the residents.
- **Happy Valley Estates** - so far, 143 houses are in varying stages of completion - most will never be completed due to the current economic slump; only 16 are currently occupied, so it's a very quiet, stark and barren place with 16 yards having saplings planted in parched soil; the streetlights work, at least they usually do. There are dozens of pieces of heavy construction equipment parked randomly around this community in various vacant lots.

Other Places and Events of Note

Historic Downtown Muleton

- **The Giant Bronze Statue** of Town Founder Eustice M. Fritzwater, Sr. in the town square; nearby is a **bronze statue** of Pallydoggie, Eustice's faithful mule.
- **Beta Alpha Beta Epsilon Sigma Sorority House** (University of Muleton).
- **Delta Upsilon Delta Epsilon Sigma Fraternity House** (University of Muleton).
- **Muleton Municipal Auditorium** - used mostly for elementary school pageants and high school graduation ceremonies; during the Watermelon Festival, the locally popular Country & Western band *Big Jim and His Big Men* perform here).
- **Muleton Watermelon Festival and Pageant** - occurs the first weekend in May; a Watermelon Queen is crowned to rule for one year; the current Watermelon Queen is former Soggydaisy cheerleader captain (class of '89) Maggie Stumpwater.
- **First National Bank of Commerce and Savings** - President is Eustice S. Fritzwater, great grandson of Muleton's founding father, Eustice M. Fritzwater.

And All the Rest

- **Muleton Renaissance Festival** (weekends and holidays, March through June, 48 acres, draws up to 10,000 visitors a day on good weekends; great place to get nasty sharp pointy things).
- **The Mystery Peanut House (MPH)** - world's largest collection of peanuts that look like famous celebrities.
- **The Muleton Municipal Tire Dump and Landfill** - a four hundred foot tall mountain of old tires towers majestically above the reeking city landfill providing ample homes for rats, sea gulls, chupacabras, Jersey-devils, and other varmints.

Local Groups of Note

- **Parasol Corporation** - shadowy corporation who used to own **That Creepy Old Abandoned Factory Way Out On The Bad Side Of Town**; they send someone around every month or so to make sure the NO TRESPASSING signs are still intact on the cyclone fence surrounding the place; if squatters or nosey kids become a problem, they'll send a squad of security guys (well, 6 or so, actually) to run them off.
A *search* of **That Creepy Old Abandoned Factory Way Out On The Bad Side Of Town** could turn up some sort of evidence that Dr. Heimlich used to work there and that some kind of odd medical research was going on.
- **Big Bad Biker Mamas (BBBM, or B³M)** - a females-only motorcycle club that is headquartered in the Bad Side of Muleton; there are 24 current full members and 8 pledges.
- **The Flat Earth Society** - who won't believe in Apollo moon landings, let alone Zombies; most of their members live at the Joyfield Retirement Community.
- **Neo-Primitives 'R' Us** - a nonprofit organization endorsing back-to-nature lifestyles; the 6 members live in a hut made from cow manure with a thatched roof on the north side of Lake Muleton. They will gladly feed any visitors a plate of lentils and mung beans and a steaming mug of Bark-Brew™, their organic replacement for coffee. Any without Resistance (Poison) who drinks Bark-Brew™ will spend at least two days sitting on the Porcelain Throne wishing they'd've drunk the creek water instead.
- **Counter Intuitive Agency field team** - shows up on week 2 of the Massacre.
- **Local football teams** - the Muleton Kickers, the Soggydaisy Fighting Mules.
- **The Warriors of the Wasteland** - evil bikers that won't show up until a couple of weeks after the Massacre begins; they tend towards studded leather and multicolored mohawks.
- **The Warriors of the Waistband** - nice weight watchers that enjoy the products of Girth Buster Healthy Foods™ (*A Proud Product of Clarke's Cookiebars!*) and serve as their spokespersons; there are currently 18 Waistband Warriors -15 chub-, er, ah, full-figured women ranging in age from 16 to 85 and 3 tubby old geezers from the Joyfield Retirement Community that, amazingly enough, like their women with a lot of meat on their bones.

People of Note

Mayor Bobby "Bubba" Hicks - a very rotund and happy guy with near-terminal levels of blood cholesterol and fatty liver nodules.

Norm

Attributes 2 (all); Skills of Note: Bureaucracy 5, Craft (Cooking Unhealthy and Fatty Foods) 4, Smooth Talking 5, Craft (Salesman) 3

Qualities: Charisma 3, Resources 2

Drawbacks: Covetous (Money) 1, Covetous (Lecherous) 1, Cowardly 2, Overweight 3

New Drawback

Overweight: This drawback comes in three levels. For 1 point, the character is very much out of shape and draws stares from both hungry zombies and the fitness crowd. For 2 points, the character actually has a hard time getting around (-2 speed). At 3 points, the character can only walk, and can only do that slowly at best. The character is very likely to be afflicted with additional health problems such as diabetes. The character's speed is reduced to 2. Dexterity checks requiring the entire body to move are made at -3 to the character's role.

Sheriff Maynard Boggs - Bubba Hicks' unholy twin - body by chicken fried steak. He's not really Bubba's twin, but they are identical except for certain moles in various unmentionable places that either are willing to show off at every opportunity.

Norm**Attributes** Str: 2 Dex: 2 Con: 3 Int: 2 Per: 3 Wil: 2**Qualities:** Contacts (Law Enforcement): 3 (will come to aid of character), Nerves of Steel, Situational Awareness, Hard to Kill 2**Drawbacks:** Obsession (Uphold the law), Overweight 3**Skills:** Brawling 2, Bureaucracy 5, Drive (Car) 3, Guns (Handgun) 2, Guns (Shotgun) 3, Hand Weapon (Club) 3, Intimidation 3, Notice 2, Questioning 3, Research/Investigation 3**Gear:** .45 Colt Automatic Pistol, Nightstick, Size XXXL dress uniform

Police Chief Ralphie Sowland - Ralphie wanted to be in Delta Force, but mustered out of the Army after eight years as a PFC with an M.O.S.* of "Cook"; but he forgot about that and regales anyone who'll listen with wild tales of dangerous missions; very unstable and very prone to violence if anyone questions his stories; he's like Berny Pfiffe on PCP)

*M.O.S. = Military Occupational Specialty

Norm**Attributes** Str: 2 Dex: 2 Con: 3 Int: 2 Per: 2 Wil: 3**Qualities:** Contacts (Law Enforcement) 3 (will come to aid of character), Nerves of Steel, Situational Awareness, Hard to Kill 3**Drawbacks:** Obsession (Uphold the law), Delusions (False Past) 3**Skills:** Brawling 2, Bureaucracy 5, Drive (Car) 3, Guns (Handgun) 1, Guns (Shotgun) 2, Hand Weapon (Club) 3, Intimidation 3, Notice 2, Questioning 1, Storyteller 5, Research/Investigation 3**Gear:** .44 Magnum Revolver, Pump Shotgun (12-gauge), Night Stick, Class III Kevlar Vest, Police Car (Sedan, 8 years old, 159,000 miles on the odometer), confiscated beer

Wild Bill Hitchcock - 85 years old, going on 33; owner of the Old West Trading Post and Ironworks; a deadeye with a shootin' iron and pretty good with the forge too; Wild Bill knows about the desecration of the Indian burial ground and is currently fortifying his Old West Trading Post and stockpiling supplies, guns and ammunition. The Old West Trading Post and Ironworks is across the highway from Rollingoakfieldplace Mall.

Survivor**Attributes** Str: 3 Dex: 5 Con: 4 Int: 3 Per: 3 Wil: 3**Qualities:** Fast Reflexes 2, Situational Awareness 2, Hard to Kill 3, Nerves of Steel 3, Contacts (Survivalists) 2**Drawbacks:** Honorable 2, Reckless 2, Showoff 2, Addiction (Habitual Alcohol) 1, Covetous (Lecherous) 2**Skills:** Ride (Horse) 4, Craft (Blacksmith) 4, Drive (Pickup Truck) 2, Craft (Taxidermy) 2, Tracking 3, Stealth 2, Craft (Saddlery) 3, Mechanic 2, Notice 2, Craft (Branding) 2, Survival (Prairie) 2, Gun (Rifle) 3, Gun (Handgun) 4, Humanities (History) 1 (Specialty - Old West) 3, Thrown Weapon (Lasso) 3**Gear:** dozens of "Old West" style rifles and handguns*, tons of survival gear, several years' worth of MREs

*You might check out "Fist Full O' Zombies" by Eden Studios for ideas and statistics.

Wanda Smarts - owner of the Forest of Crystal Mysteries new age shop

Inspired, Experienced**Attributes** Str: 2 Dex: 2 Con: 4 Int: 4 Per: 5 Wil: 3**Qualities:** Increased Essence 5, Charisma 3, Contacts (New Agers) 2**Drawbacks:** None**Metaphysics:** Gift, Inspiration, Visions, Divine Sight**Skills:** Humanities (Theology, New Age) 5, Storytelling 4, Trance 3, Dodge 3, Streetwise 3, Unconventional Medicine (Herbalism) 2, Supernatural Knowledge 3, Notice 2**Gear:** Flowing rainbow robes, numerous pieces of crystal jewelry**Personality:** "Visualize yourself in a magical crystal landscape where all is serene and beautiful..."**Quote:** "So mote it be."

Justice of the Peace Veronica Wilterding-Dobbs - looks like a withered ol' Zombie already, and has the temperament of one too

City Slicker, Main skill area: Humanities (Law)

The Right Reverend Aaron Anvil - pastor of the Army of God Baptistiterian Church

Inspired

Attributes Str: 2 Dex: 2 Con: 4 Int: 4 Per: 5 Wil: 3

Qualities: Increased Essence 2, Resistance (Fatigue) 2, Charisma 3, Contacts (Congregation) 4 (The flock will aid the shepherd with extreme prejudice.)

Drawbacks: Zealot, Delusions of Persecution 1, Addiction (Heavy drinker) 2, Recurring Nightmares, Obsession (Spreading the gospel) 2

Metaphysics: Gift, Inspiration, Visions, Divine Sight

Skills: Humanities (Theology, Christian, Apocalyptic) 5 (**REPENT! THE END IS UPON US!**), Storytelling 4 (**And the Lord spake unto them, saying...**), Hand Weapon (club/crucifix/bible) 3 (**To smite the heathens!**), Brawling 3 (**To meet out justice with his good right hand!**), Gun (Handgun) 3 (**The good shepherd protects his flock!**), Dodge 2 (**To turn the other cheek!**), Questioning 3 (**Confession is good for the soul!**), Survival (Forest) 3 (**He leadeth the flock unto feast in the midst of famine!**), Streetwise 2 (**He guideth the flock among the wolves!**)

Gear: Huge, tattered, stained, leather-bound Bible; wide floppy black hat; shabby black vestments; large, stained, chipped, wooden crucifix; .45 ACP

Personality: "Verily, my brothers and sisters, there have been times when I doubted myself. There have been times when I doubted the Word. But hallelujah, brothers and sisters! Hallelujah! No more do I doubt! No longer am I weak! The Lord has shown me the way. He hath lifted me up before my enemies, and restored my soul. And now, brothers and sisters, the Lord calls for you! He calls for you to join Him in this dark hour! He calls for you to plant your feet on His Rock and take up His Holy and Righteous Word! The Lord calls for you to strike down the unclean things and the worldly servants of the Beast with great wrath and fury, even as He strikes down upon the earth in His Good and Right Justice! Verily, my brothers and sisters, the sea and the grave have given up the dead but the Lord is WITH YOU! The Lord will strengthen YOU! The Lord will PROTECT YOU and hold you to His bosom forever and ever, amen! HALLELUJAH!"

Quote: "Repent, brothers and sisters! Repent before it's too late! Behold! The day of the Lord cometh as a thief in the night and none may know the hour! Repent while you still can, brothers and sisters!"

Thadius Gormley, local historian and conspiracy theorist, and head of the local Flat Earth Society.

Gormley's belief that something awesome is about to happen is because he can see numerous Crop Circles from the roof of the high-rise retirement home every morning. He thinks these are made during the night by aliens. They're actually being made by the ancestors of the Mutant Cows (see Seeds of the Future, below).

Norm

Attributes Str: 2 Dex: 1 Con: 2 Int: 3 Per:3 Wil: 3

Qualities: Contacts (Other Old Folks) 2, Contacts (Flat Earthers and Mental Patients) 4 (will fight alongside), Resistance (Poison) 3, Photographic Memory

Drawbacks: Delusions (Prejudice - non-Flat-Earthers) 2, Delusions (The Earth is FLAT!) 3, Impaired senses (Hearing) 2, Old and Feeble* 1, Easy to Kill**2

Skills: Craft (whittling) 4, Drive (Car) 1, Beautician 2 (either comb-over or Big Hair), Myth & Legend (Flat Earth) 5, Myth & Legend (UFOlogy) 5, Humanities (Political Science) 2, Science (Geology) 2, Science (Geography) 2, Humanities (History) 3, Hagglng 2, Bureaucracy 2, Storytelling 3, First Aid 2, Weapon (Golf Club or Cane) 2, Hand Weapon (Slingshot) 4

Gear: Walker or cane, house coat, slippers, medication, golf club, Med-Alert Bracelet, slingshot, bag of marbles

* **Old and Feeble**, 2 point Drawback: Movement is reduced by ½ due to old age

****Easy to Kill** - 1 to 5 point Physical Drawback: Characters with this drawback are extremely fragile and subject to physical injury. Each level of Easy to Kill subtracts 3 Life Points from the character's Pool. Additionally, each level subtracts 1(-1) from Survival Tests. This drawback is most appropriate for the very old, very sick, or very young.

Eustice Stanley Fritzwater - Eustice is the big mover and shaker in Muleton. Generations of inherited wealth and a complete lack of morality, ethics or conscience make Eustice one of the wealthiest people

in the country. He has one of just about everything. He is also the cause of the Massacre at Muleton and ends up in dire straits shortly after the Rise begins (see below).

Norm

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

Qualities: Contacts (Neighbors) 2, Contacts (Coworkers) 2, Contacts (Friends/Hobbyists) 2, Resources 12

Drawbacks: Covetous (Money, Severe), Covetous (Success, Severe), Obsession (Only the Best, Severe), Covetous (Lecherous, Severe), Secret 20 (he's got so many skeletons in the closet he had to build a warehouse to hold 'em all - literally; the law couldn't hang this ornery skunk high enough to make him pay!)

Skills: Drive (Car) 2, Bureaucracy 5, Humanities (Business Administration) 4, Humanities (Accounting) 4, Computer 1, Swimming 2, Notice 3, Fine Arts (Porno) 3, Dodge 2, Gun (Handgun) 3, Hand Weapon (golf club) 2

Gear: Multiple REALLY nice cars, palatial home, estranged spouse in separate estate, 5 really screwed up children, pack of guard dogs, pack of bodyguards (for the moment), 9mm gold-plated pistol (custom job - worth a fortune).

Eustice is the cause of the impending Zombie attack. He financed (and owns) the Country Club. He even took a ceremonial dump on the Indian Burial Ground and had the archaeologists fired from the University. He was Chairman of the Board of Directors of the Parasol Corporation Factory when it was in operation and used to take ceremonial dumps on the grave of the Flair Witch and the settlers while signing papers to foreclose on the homes of the settlers' descendants. He took kickbacks from Dr. Hackula (i.e. blackmailed the evil scientist) for not turning him in for his illegal experiments. This was because he was digging up and selling the bodies to his own Dog Food factory and Dr. Hackula was cutting in to his profits. The Satanic Cult are his former employees whom he drove insane from long hours and low pay. AND he used to hang out with the Mass Murderer in Dead Wood before the Mass Murderer was killed by the Flair Witch. Eustice thinks he did it, because he sent a hitman to kill the Mass Murderer for failing to kill enough people in enough creative ways. Since the Flair Witch killed the hitman too and the Satanic Cult stole the payment, Eustice believes he was successful.

About the only thing he isn't responsible for are the giant catfish and Muley the Lake Monster (actually a Chthonic deity from the Very Elder Days with like 1,000,000 Life Points and supernatural powers and stuff).

EVERY single Zombie in Muleton would LOVE to eat this guy. So would most of the town's living inhabitants. On the other hand, he can pay millions to anyone who can get him out of town.

From Day 2 on, the First National Bank of Commerce and Savings will be surrounded by thousands of Zombies trying to get in and eat Eustice. Eustice is hiding in his penthouse apartment on the top (5th) floor of the bank. All the other employees fled and left him behind by sabotaging the elevators and burning the stairwells. Eustice spends the timeline of the scenario randomly calling local phone numbers and payphones to beg for help. Every day there is a 1% chance that one of the cast members or a nearby extra will get the phone call.

If the cast members help Eustice escape, he'll reward them greatly and then torment them for the rest of their lives. If they kill him instead, by carrying his head on a pole they can prevent Zombies from attacking them. Instead, Zombies will attack the head, perhaps crushing the cast members accidentally in their zeal for revenge.

Just Plain Folks

Average Muleton Cityslicker

Norm

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

Qualities: Contacts (Neighbors) 2, Contacts (Coworkers) 2, Contacts (Friends/Hobbyists) 2

Drawbacks: Honorable 1

Skills: Drive (Car) 2, Bureaucracy 2, Craft/Fine Art/Other (job skill) 4, Craft/Fine Art/Other (choose) 3, Craft/Fine Art/Other (hobby) 3, Computer 2, Swimming 2, Notice 3, Sports/Movie/SitCom/Soap Opera Trivia 3, Acting 2, Brawling 2, Dodge 2, Gun (choose) 1, Hand Weapon (club) 1

Gear: Aging car, modest apartment or small home, spouse, 2.5 children, dog, etc. - you get the picture...

Average Muleton Redneck/Hick

Norm

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

Qualities: Contacts (Neighbors) 2, Contacts (Kinfolk) 4 (willing to take up feuds to defend kin) Hard to Kill 2, Resistance (Alcohol) 1

Drawbacks: Delusions (Prejudice - non-Rednecks) 1, Talentless, Addiction (Smokeless tobacco - snuff or chew, pick one) 1, Addiction (Habitual alcohol drinker) 1, Emotional Problem (Aggressive, short fuse) 2, Reckless, Cruel 1
Skills: Brawling 3, Craft 3 (job skill; or hobby if unskilled laborer)*, Drive (Pickup truck) 3, Dancing 2 (Specialty - C&W Linedancing), Gun (Handgun) 3, Gun (Shotgun) 3, Gun (Rifle) 3, Pilot (Bassboat) 2, Thrown Weapon 2 (Beer can), Sport (Football) 2, Swimming 2, Survival (local rural area) 3, Craft (Fishing) 3, Hagglng 2

*Craft and Talentless might not seem to go well together, but they do. If you've ever stopped to take a very close look at the crap in most rural "craft" shops, you know exactly what I mean.

Gear: Snuff or chewing tobacco, spit can, battered pickup truck with gunrack in rear window, 12-gauge shotgun, .30-06 rifle, spotlight (runs off cigarette lighter in truck), three bales of hay in back of pickup truck along with 30-odd pounds of rusty hand tools, sagging trailer house

Average Hillbilly (could also be Trailer Trash or Geri Springboard talk show guests)

Norm

Attributes Str: 3 Dex: 2 Con: 4 Int: 1 Per: 2 Wil: 2

Qualities: Contacts (Kinfolk) (4) - willing to take up feuds to defend kin Hard to Kill (2) Resistance (Disease) 3

Drawbacks: Delusions (Prejudice - non-Hillbillies) 1, Talentless, Addiction (Smokeless tobacco - snuff or chew, pick one) 1, Addiction (Habitual alcohol drinker) 1, Covetous (Lecherous/Perverse) 2, Reckless, Cruel 1

Skills: Brawling 3 (Specialty - Domestic Violence) 5, Craft 3 (job skill; or hobby if unskilled laborer)*, Drive (Pickup truck) 3, Tracking 3, Gun (Shotgun) 3, Gun (Rifle) 3, Pilot (Bassboat) 2, Thrown Weapon 2 (Beer can), Swimming: 2, Seduction 1 (Specialty - Relatives) 3, Survival (local rural area): 4, Craft (Fishing): 3 Hagglng: 2, Craft (Making Moonshine) 1

Gear: Snuff or chewing tobacco, battered pickup truck with gunrack in rear window and tobacco stains down both doors, 12-gauge shotgun (single-shot), clapboard house, moonshine still back out yonder in the holler

Average Muleton Farmer or Manual Laborer

Norm

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

Qualities: Contacts (Neighbors) 2, Contacts (Kinfolk) 3 (willing to assist), Hard to Kill 4

Drawbacks: Delusions, Prejudice (Pick a group)1, Zealot (Religious Fundamentalist),

Skills: Craft 4 (Farming or Manual Labor), Drive (Pickup truck) 3, Gun (Shotgun) 3, Gun (Rifle) 2, Drive (Tractor) 2, Pilot (Bassboat) 2, Thrown Weapon 2 (Bible/Hymnal*), Sport (Football) 2, Swimming 2, Survival (local rural area) 3, Craft (Fishing) 3, Hagglng 2, Science (Agriculture) 3, Notice 2, Theology 2

Gear: Bib overalls, straw hat, hayfork, double-barreled shotgun, Bible, Hymnal, tractor

*Treat as Rock for range and damage.

The Warriors of the Waistband

Norm

Attributes Str: 3 Dex: 1 Con: 3 Int: 3 Per: 2 Wil: 3

Qualities: Contacts (Neighbors) 2, Contacts (Coworkers) 2, Contacts (Friends/Hobbyists) 2, Resistance (Disease) (various)

Drawbacks: Honorable 1, Overweight (various)

Skills: Drive (Car) 2, Bureaucracy 2, Fine Arts (Gourmet Cooking) 4, Craft/Fine Art/Other (choose) 3, Craft/Fine Art/Other (hobby) 3, Computer 2, Notice 3, Prime Time Television Trivia 3, Acting: 2 (Specialty - Commercials) 4, Brawling 1, Dodge 1, Beauttician 3, Unconventional Medicine (Herbal Supplements) 2

Gear: Aging car, modest apartment or small home, personal items

Zombie Fodder/Born Victims (a.k.a. Useless Screamers)

Sub-Norm

Descriptions

Sub-norms are those people in the world that are just not quite up to speed due to age or just plain lack of common sense. They don't gain extra points for selecting mandatory Drawbacks. Mandatory drawbacks for Sub-Norms are just a way of describing emotional baggage that the character doesn't notice or is incapable of counterbalancing. Sub-Norms are designed to be used to fill in groups of player characters without adding full-blown well-balanced NPCs. Some of these Sub-Norms have useful skills, some don't. It may simply depend on what the characters are looking for in companions at the moment. In all cases, however, the party may end up wishing they'd left the Sub-Norm(s) wherever they found them.

Zombie Fodder

These are those wild-eyed scary folks that like to swing sharp things without shouting "Clear!" and enjoy cleaning loaded

guns. They may be able to make a dent in the zombie hordes, but will not last long without a lot of support and guidance. If you've ever seen someone who, after watching an action movie, began to emulate the lead character in dress and attitude, but who make no effort to learn the skills or develop the attributes that the lead character possesses, chances are they are Zombie Fodder. Example Quote: "Ninja Warrior Revenge 4 with Dudey Davidokov! I'm SO there, dude!"

Born Victim

These people have always relied on someone else to watch out for them and take care of the various problems that life can present, especially in the face of a zombie invasion. They may have useful skills or traits, but can typically be described as incompetent in just about everything pertaining to individual survival. They might rely on family ties or friendship, or looks, resources, or sex to get a person or persons to take care of them. These folks make good 1 or 2 point Dependents. Example Quote: "Help! Help! Somebody help me, please!"

Adventure seeds can be developed around saving a Sub-Norm or group of same. Lord knows there are plenty of them out there that need help.

Examples of Sub-Norms:

Rambeau Wannabe (Zombie Fodder)

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

Qualities: Combat Reflexes, Situational Awareness

Drawbacks: Obsession (Prove personal bravery), Reckless

Skills - Gun (Handgun) 2, Drive (Car) 3, Fine Arts (Martial Arts movies) 2, Computer 1, Hand Weapon (Sword) 2

Office Worker, looking for husband (Born Victim)

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

Qualities: Attractiveness 3, Resistance (Alcohol) 1

Drawbacks: Covetous (Money), Emotional Problem (Emotional Dependency), Emotional Problem (Fear of Rejection)

Skills: Computer 2, Seduction 3, Smooth Talking 2, Dancing 1

Armchair Know-It-All (Born Victim)

Str 2 Dex 1 Con 2 Int 3 Wil 2 Per 2

Qualities: Photographic Memory, Resources 1

Drawbacks: Obsession (Perfectionist), Paranoid

Skills: Humanities (History) 4, Computer 1, Fine Arts (Movie Critic) 4 Specialty (Historical) 6

Robotniki/Brain-Dead Factory Worker (Born Victim)

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

Qualities: Hard to Kill 2, Contacts (Union) 2

Drawbacks: Covetous (Money), Emotional Problem (Selfish)

Skills: Craft (Run Injection Molder) 4, Drive (car) 2, Drive (forklift) 2

Grocery Sacker (Born Victim)

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

Qualities: Hard to Kill 4

Drawbacks: Emotional Problem (Emotional Dependency), Emotional Problems (Weird Delusions - UFO/Conspiracy theories)

Skills: Running (Dash) 2, Brawling 2, Drive 1, Craft (Fishing) 2, Play Instrument (Harmonica) 1

Couch Potato (Born Victim)

Str 1 Dex 1 Con 1 Int 2 Wil 2 Per 3

Qualities: Photographic Memory, Charisma 2

Drawbacks: Emotional Problem (Emotional Dependency), Obsession (keep up with favorite television programs),

Overweight 2 - 3 (speed 1/2)

Skills: Fine Arts (Daytime Television Trivia) 3, Fine Arts (Talk Show Trivia) 3, Craft (Cook) 2

Good Ol' Boy (Zombie Fodder)

Str 3 Dex 3 Con 2 Int 1 Wil 1 Per 2

Qualities: Hard to Kill 4

Drawbacks: Emotional Problem (Prejudice - pick a group), Clown, Reckless

Skills: Drive 2, Mechanic 5, Gun (Shotgun) 3

Barfly (Born Victim)

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

Qualities: Attractiveness 2, Charisma 2

Drawbacks: Covetous (Lecherous) 2, Lazy

Skills: Seduction 4, Acting 2, Beautician 2

Rodeo Queen (Born Victim)

Str 2 Dex 3 Con 2 Int 2 Wil 1 Per 2

Qualities: Attractiveness 2, Fast Reflexes

Drawbacks: Emotional Anchor (Horse - Buttercup), Reckless, Dependent (Horse - Buttercup) 3

Skills: Drive (Truck and trailer) 3, Veterinary Medicine 1, Ride (Horse) 4

THE LAW

Law Enforcement Agency	Employees	Location
Muleton Police Department	45	Muleton Courthouse
Muleton County Sheriff's Department	12	Utopia City Municipal Building
Constables' Office	3	Muleton Courthouse

Law Dog (Police, Sheriff, Deputy, Constable) Stats:

Norm

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

Qualities: Contacts (Law Enforcement): 3 (will come to aid), Nerves of Steel, Situational Awareness

Drawbacks: Obsession (Uphold the law), Honorable (1), Subject to Orders (see below)

Skills: Brawling 2, Bureaucracy 2, Drive (Car) 3, Guns (Handgun) 3, Guns (Shotgun) 3, Hand Weapon (Club) 3, Intimidation 3, Notice 3, Questioning 3, Smoothtalking 2, Research/Investigation 3, Humanities (Law) 2

Gear: Service Pistol, Pump Shotgun (12-gauge), Night Stick/Cosh/Tonfa, Kevlar Vest, Police Car (Sedan, 8 years old, 159,000 miles on the odometer), confiscated beer

New Drawback:

Subject to Orders - 2 point Drawback. The character is subject to following the commands of higher ranked personnel. There is little the character can do to change this. All orders must be obeyed to the best of the character's ability. Refusing to do this changes this Drawback to Adversary - Military or gets the character fired from law enforcement, and it becomes a 2 to 4 point Disadvantage (Adversary, Secret, Emotional Problems, etc.).

Law Mutt (Berny Pfiffe Cop) Stats:

Norm

Attributes Str: 2 Dex: 2 Con: 2 Int: 1 Per: 3 Wil: 4

Qualities: Contacts (Law Enforcement): 3 (will come to aid), Contacts (Local folks) 3 (will come to aid out of pity), Hard to Kill 1

Drawbacks: Obsession (Uphold the law) 2, Cowardly 2

Skills: Brawling 1, Bureaucracy 1, Drive (Car) 1, Guns (Handgun) 1, Guns (Shotgun) 1, Hand Weapon (Club) 1, Notice 1, Questioning 1, Fine Arts (Police movies) 5, Fine Arts (Western movies) 5, Fine Arts (comedy movies) 5, Humanities (Law) 1, Research/Investigation 1

Gear: Service Pistol, Pump Shotgun (12-gauge), Night Stick/Cosh/Tonfa, Kevlar Vest, Police Car (Sedan, 8 years old, 159,000 miles on the odometer), confiscated beer

THE TEACHERS

District	School	Students	Staff	Location
Muleton	Muleton High School	412	30	Muleton
	Soggydaisy High School	133	10	Happy Acres
	Bagman Bogwell Middle School	145	16	Muleton

	Hernando Poxwell Middle School	178	21	Happy Acres
	Almerto Nellinov Elementary	155	44	Muleton
	Big Futures Elementary	144	14	Happy Acres
Utopia City	Whakkler High School	122	14	Utopia City
	Crackliddle Middle School	143	16	Utopia City
	Del Toro Elementary	111	15	Happy Haven
	Del Rey Elementary	94	10	Utopia City
	Wyldemann K-12 Special Needs School	250	12	Happy Haven
Bunnyrun	Watershed Downs K-12	805	38	Bunnyrun Estates
Vista del Viejo	Viejo K-12	220	36	Vista Del Viejo

Teacher Stats:

Citylicker with Professional skill Instruction between 1 and 5. Most Muleton teachers could care less and tend to the low end of the skill level. A few stellar examples have Instruction 0 or even -1 (i.e. they can make kids dumber just by associating with 'em). In that case, replace their Professional skill with something that really counts, like Fine Arts (Pornography) or Humanities (History of Soccer).

Sample Teenager Stats (Norms)

<p>Jock Attributes Str: 3 Dex: 2 Con: 3 Int: 2 Per: 2 Wil: 2 Qualities: Contacts (Peers, buds) 3 (will assist), Nerves of Steel, Hard to Kill 4, Charisma 3 Drawbacks: Emotional Problem (Fear of Rejection) 1, Covetous (Peer status) 1, Prejudice (Non-jocks) 1, Cruel 1, Teenager 4 (includes Fast Reaction Time and Reckless) Skills: Drive (car) - 2, Sport (football) - 3, Sport (wrestling) - 2, Smooth Talking - 1, Running (Dash) - 3, Seduction 2, Dancing 2, Cheating 2, Dodge 2, Hagglng 1 Gear: Cool clothes and team jerseys, letter jackets, football or baseball bat with ball and glove Personality: "Come on! It's 4th and 30! Get your game-face on, chump! Gotta make that goal!" Quote: "We can take 'em! Bring it on, deadheads!"</p>
<p>Cheerleader Attributes Str: 2 Dex: 3 Con: 3 Int: 2 Per: 2 Wil: 2 Qualities: Contacts (Peers, buds) 3 (will assist), Attractiveness 4, Resources (1 - from generous parents) 2, Resistance (Fatigue) 4 Drawbacks: Emotional Problem (Fear of Rejection) 1, Covetous (Peer status) 1, Obsessions (Looks) 1, Cruel 1, Teenager 4 (includes Fast Reaction Time and Reckless) Skills: Drive (car) 1, Acrobatics 3, Smooth Talking 2, Running (Dash) 2, Beautician 3, Seduction 1, Dancing 2, Dodge 2, Hagglng 2, Fine Arts (Pop Culture) 2 Gear: Cool clothes, Pompoms and baton, makeup kit, cell phone Personality: "OhMigod! Can you believe what she is wearing? That's SO retro! She looks like she just dug her way out the 1960s! Wait! She's dead-URK!" Quote: "READY?! OK! Gimme a Z! Gimme an O! Gimme an M!..."</p>
<p>Nerd/Gaming Geek Attributes Str: 2 Dex: 2 Con: 2 Int: 3 Per: 2 Wil: 3 Qualities: Contacts (Peers, buds) 2, Artistic Talent 3, Resources (2 - from generous parents) 4, Photographic Memory 2 Drawbacks: Emotional Problem (Fear of Rejection) 1, Covetous (Peer status) 1, Teenager -4 (includes Fast Reaction Time and Reckless) Skills: Drive (car) 1, Drive (bicycle) 3, Science (general) 2, Running (Dash) 2, Computers 3, Research/Investigation 2, Dodge 2, Hagglng 1, Fine Arts (Pop Culture) 2, Fine Arts (Computer or Roleplaying games) 2 Gear: Uncool clothes, dice bags, gaming books, CD player with new-age and medieval CDs Personality: "Third Edition Caves and Cavaliers is SO cool, but not as cool as Grim World. I mean, you gotta roll so many different kinds of dice in C&C! Grim World just uses D6s!" Quote: "I liked the movie better than real life!"</p>
<p>Cool Kid (male or female)</p>

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

Qualities: Contacts (Peers, buds) 3 (will assist), Attractiveness 2, Resources (2 - from generous parents) 4, Resistance (Fatigue) 1

Drawbacks: Covetous (Peer status) 1, Teenager 4 (includes Fast Reaction Time and Reckless)

Skills: Drive (car) 2, Acting 2, Smooth Talking 2, Running (Dash) 2, Beautician 2, Seduction 1, Dancing 2, Cheating 1, Dodge 2, Haggling 1, Fine Arts (Pop Culture) 3

Gear: Hip new clothes, cool shades, cell phone

Personality: "So he was like, 'You did not!' and I was like, 'Oh yes I did, loser!' and then he said, 'So what did you do then?' and I was all like, 'So then I said "Oh yes, I did, loser!" and they could not believe it! Can you believe that? Ohmygod! Is that Skip's grandfather? I thought he died last wee-AAARRRRGGGHHH!!!..."

Quote: "Oh, gross! Where did all that blood come from? You wait here and I'll take the last candle to see what's making that scratching sound down in the cellar..."

Goth

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

Qualities: Contacts (Goths) 2, Attractiveness 2, Resources (2 -from generous parents) 4, Resistance (Sleep) 2

Drawbacks: Cruel 1, Teenager 4 (includes Fast Reaction Time and Reckless)

Skills: Drive (car) 1, Occult Knowledge 1, Acting 1 (Specialty - Bored, Aloof, and Jaded) 3, Rituals (Pagan) 1, Brawling 1, Smooth Talking 2, Running (Dash) 2, Beautician 2, Seduction 1, Dancing 2, Cheating 1, Dodge 2, Fine Arts (Goth Culture) 2

Gear: cool black clothing and veils, huge purse or backpack or jacket pockets full of stuff (treat as club), lighter, clove cigarettes

Personality: *sullen glare* OR *totally detached and jaded thousand yard stare*

Quote: "This is, like, SO boring."

Punk Rocker/Head Banger

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

Qualities: Contacts (Bus/Pals) 3 (will assist), Nerves of Steel 3, Fast Reaction Time 2, Hard to Kill 1, Resistance (Alcohol) 1

Drawbacks: Reckless 2, Teenager 4 (includes Fast Reaction Time and Reckless)

Skills: Drive (car) 2, Drive (skateboard) 2, Brawling 2, Running (Dash) 2, Dancing 2 (Specialty Moshing), Cheating 2, Dodge 3, Haggling 2, Fine Arts (Punk Culture or Metal Culture) 2

Gear: Leather and spikes, steel-toed boots (D4 X Str + 2)

Personality: "Just when you think there could NOT be one more conformist geek in the world, the world is taken over by the f**kin' brain dead zombies... OKAY! It's down! Kick it! Kick it in the head!"

Quote: "Oi! Oi! Oi!" or "ROCK-N-ROOOOOLLLLL!!!!"

Goody-Two-Shoes

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

Qualities: Contacts (Teachers) 2, Contacts (Peers, buds) 2, Resources (2 - from generous parents) 4, Photographic Memory 2, Resistance (Fatigue) 3

Drawbacks: Obsession (perfectionist) 2, Covetous (Peer status) 1, Minority (Teacher's Pet) 1, Teenager 4 (includes Fast Reaction Time and Reckless)

Skills: Drive (car) 2, Drive (bicycle) 2, Smooth Talking 2 (specialty - adults and teachers) 4, Running (Dash) 2, Beautician 1, Computers 2, Dancing 1, Cheating 2 (specialty - catching others at it) 4, Dodge 2, Fine Arts (Pop Culture) 2

Gear: cell phone, boring clothes

Personality: "I SO couldn't believe that he'd say something like that about her without her knowing about it, so I thought I'd just tell her what he said, you know? But when I told her she- Oh no! Mister, you're hurt bad! Philip! Terrance! Call 911 while I help this poor m-AAARRRRGGGHHH!!!..."

Quote: "I don't think Ms French would approve!"

Kid Stats

Little Kid, Norm

Attributes Str: 1 Dex: 4 Con: 3 Int: 2 Per: 2 Wil: 2

Qualities: Fast Reflexes 2, Situational Awareness 2, Resistance (Fatigue) 3

Drawbacks: Reckless 2, Little Kid 4

Skills: Drive (Bicycle): 2, Notice 2, Fine Arts (Comic Books) 1, Fine Arts (Professional Wrestling or Disney Movies), 2 Fine Arts (Monster Movies or Zmerfs) 2, Cheating 1

Gear: Backpack, bicycle, comic books, wrestling magazines

Personality: "I hate being the littlest one on the block! The Big Kids never let me do anything with them!"

Quote: *"*GASP* I'm telling Mommy!"*

New Drawbacks:

Teenager - 4 Point Drawback. No one understands you. No one trusts you. No one likes you. Life sucks! You hate yourself! You hate everyone! This Drawback reflects those wonderful years of hormonal confusion and chaos. Basically, adults think you're careless, sloppy, and have no direction in life. You are impatient and sure you can take on anything. This Drawback also allows the Quality Fast Reaction Time (2 points) and Drawback Reckless (-2). You can't buy/drink alcohol or vote (like, who cares about, like, politicians). All rolls to interact with adults are made at -2. Since you're still in school, you get -10 skill points and cannot purchase any skill at greater than level 3 unless allowed by your Zombie Master.

Little Kid - 4 Point Drawback. Life is cool! You get away with anything. All you have to do is cry and mommy and daddy will believe anything you say about your older brother or sister. Unfortunately, you're not fully finished. Your Strength and Willpower Attributes are limited to 1. You cannot purchase any skill above level 2 without Zombie Master permission. You get -20 skill points, but also receive the Quality Fast Reaction Time and Contacts (Adults) at level 3 (because most adults will help little kids in danger).

THE CHURCHES

The Army of God Baptistiterian Church - this bunch of Bible-thumping fundamentalist are almost as well armed as the Poison Arrow Frog Legion survivalists. (Note: no offense intended to any Bible-thumping fundamentalist or Poison Arrow Frog Legion Survivalists that may be reading this!). The Baptistiterian Church is between Downtown and the Tire Dump.
Average Congregation Member: Redneck/Hick, Norm

Muleton Primitive Baptist Church - fundamentalist Christians, but mostly a peaceable lot. The Primitive Baptist Church is just east of the Joyfield Retirement Community.
Average Congregation Member: Redneck or Hillbilly, Norm

First Methodology Church of Muleton - moderate Christians; largest congregation in Muleton. The Methodology Church is just west of the highway from *Vista del Viejo*.
Average Congregation Member: Cityslicker, Norm

Mission de Jose y Maria (a very small Catholic church on the west side of Muleton; Father Bartolome Juan Vazquez y Santos is the padre, and is truly a man of peace and compassion)
Average Congregation Member: City Slicker, Norm

Father Bartolome

Inspired (use the Inspired Priest Archetype from the AFMBE rulebook)

Once the Massacre at Muleton begins, Father Bartolome will begin a battle for the lives and souls of the living inhabitants of Muleton. He will organize food distribution, anti-Zombie patrols, open the doors of his church to people in need of shelter, and/or anything else possible. He will also be willing and able to drive off the Flair Witch and the Ghost of the Mass Murderer when they approach his church and the innocent souls sheltering within.

THE NEWS

The Muleton Chronicle, Published without Fear or Favor Since 1884

The Cheap Sheets - classified and "adult" personal ads

Both of these are just north of Downtown.

The Utopia Times - available via email only; they have evolved beyond mere paper in Utopia City!

THE ECONOMY

Super Bullseye Megasavings Megastore (groceries to housewares to autoparts and a greenhouse, Bullseye's Got It All!). There are five of these outfits scattered across Muleton. If anyone ever plots them on a map, they'll make a perfect inverted pentacle. This is, however, a coincidence.

Rollingoakfieldplace Mall (29 open stores, 85 closed stores) - on the west side of the highway between Utopia City and Bunnyrun Junction.

Wiggly Piggly Grocery Store - there are two of these. One in Bunnyrun Junction, one on the south side of the highway just south of Downtown.

Country Corner Convenience Store - or any variety of other names. There are dozens of these small stop-and-rob stores scattered across Muleton. Some are nice and some are places that even the Zombies might want to avoid.

Deathworld Emporium Gun Shop - caters to the seasonal deer hunting crowd; guns, ammo, camping and survival gear, Army/Navy surplus. Downtown.

Nathaniel Horrgarrsonn, Owner, Professional Survivalist

Norm

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

Qualities: Situational Awareness, Hard to Kill 3, Resources 2, Contacts (other survivalists) 1

Drawbacks: Obsession (Privacy) 1, Delusions (Prejudice - Unprepared people) 1, Paranoid

Skills: Drive (Jeep) 2, Gun (Rifle) 3, Gun (Shotgun) 3, Swimming 1, Survival (Forest) 2, First Aid 3, Thrown Weapon (Sphere) 2, Notice 2, Running - Dash 2, Hand Weapon - Knife 2, Mechanic 2, Stealth 2, Craft (Gunsmith) 2, Craft (Reloading) 2

Gear: Military Fatigues; Combat helmet, LBE, ALICE pack, survival and camping gear, COLT AR-15 Carbine, 120 rounds of ammunition at a time, M4 bayonet, gasmask, hidden shelter beneath his shop, cache of supplies with enough food, ammo and equipment for at least one year, big pickup truck with off-road suspension

Personality: "Some days I almost pity those fools who didn't see something like this coming. Not that I expected it to be zombies, mind you, but something. Nuclear war. Economic collapse. Famine and disease. Something like that. Well, I guess we do have most of those now. I'm not sure about the nuclear war, but the radiation meter was spiking last week when we got that storm front from out over the Pacific. All the people who just went about their daily lives like nothing could ever go wrong... I guess I do feel sorry for them. But that doesn't mean I'm going to hand out MREs and ammo. I'm making my own way and they have to make theirs'."

Quote: Pre-Rise: "Now this here gun, now this IS a gun."

Quote: Post-Rise: (spoken through a tiny grill in the steel-reinforced door of his bunker-like shop) "There's nothing here for you. Just leave and go somewhere else. Why? Because if you don't I'm going to shoot one of you. Understand? Good. Don't come back."

Ray's Motel, Liquor and Gun Shop - caters to just about anyone that pays cash. Ray's place is on the Bad Side of town. Most of the guns are used and in bad to barely average condition.

Ray Coffeesmoke, Norm (essentially the same as **Nathaniel Horrgarrsonn**, owner of the Deathworld Emporium.

Bagpipes and Old Bones TM - **Curiosities for a Curious World.** Combination antique store, historical reenacting supplier, suttlery, and museum. "Doc" Duncan, the eccentric owner, hangs out with Wild Bill Hitchcock. They can often be found together drinking Downtown or at either's establishment, or at the public shooting range at the Eustice M. Fritzwater State Wilderness Area. "Doc" is also known to cause an occasional public nuisance by playing his bagpipes in the middle of the night after an evening of drinking with Wild Bill. Bagpipes and Old Bones is across the highway from the Rollingoakfieldplace

Mall. It is a ramshackle accumulation of trailer houses and sheds linked together by rickety hallways made of old fences. The basement, however, is a nice bunker, and where "Doc" keeps his weapons and armor.

"Doc" Duncan, Owner, Survivor
Survivor, Experienced
Attributes: Str 3 Dex 2 Con 1 Int 5 Per 4 Wil 4
Qualities: Resources 3, Situational Awareness, Photographic Memory, Charisma 2, Resistance (Sleep) 2, Resistance (Cold) 2, Nerves of Steel, Contacts 1 (Internet), Contact 3 (Wild Bill Hitchcock)
Drawbacks: Addiction 2 (Habitual Drinker), Cruel 1, Honorable 2, Showoff, Clown, Visual Impairment (Glasses), Dependent 3 (family and cats - all cats), Weird Delusions 2 (Quantum physics explains religion and the supernatural)
Skills: Brawling 3, Driving (Pickup Truck) 3, Gun (Shotgun) 2, Gun (Handgun) 3, Hand Weapon (Sword) 3, Hand Weapon (Club) 3, Notice 5, Stealth 4, Intimidation 3, Science (Biology) 4, Science (Chemistry) 3, Science (Quantum Physics) 2, Survival (Prairie/Desert) 2, Medicine 1, First Aid 3, Research 4, Humanities 2, Specialty (Comparative Theology), Specialty (European History), Specialty (Languages), Myth & Legend (General) 3, Storytelling 3, Language (Spanish) 2, Play Instrument (Scottish bagpipes) 2, Fine Arts (General) 2 Specialty (Folk music), Specialty (Horror/Sci-Fi), Rituals (Wicca) 1, Computers 1
Gear: just about anything, including numerous high-quality reproduction hand weapons and Old West replica firearms, various suits of Medieval armor
Personality: "It's a strange world out there, so why not be weird yourself? Hey! Check this out! Got a new shipment of shrunken heads in from Brazil. One has a mummified vampire bat sticking out of its ear! Hey! Did you see that new mutant cow movie on the Internet?"
Quote: "That's pretty weird looking. I'll give you \$30 for it."

Bongwater Headshop - bongos and hookas, nitrous oxide cylinders (NO₂) like they put inside whipped cream dispensers; funky greeting cards, compressed helium tanks, CDs, New Age supplies and books. Owned by "Doc" Duncan's wife. Next door to Bagpipes and Old Bones, connected by an underground tunnel (hand dug by "Doc" and lined with 4"X4" timbers"). Isabelle Duncan, owner.

Norm (Experienced)
Attributes Str: 2 Dex: 2 Con: 3 Int: 2 Per: 2 Wil: 3
Qualities: Contacts (friends) 3 Attractiveness 1 Charisma 3
Drawbacks: Emotional Anchor (Family) 1 Honorable 1
Skills: Drive (Car) 3, Bureaucracy 3 (Specialty - Business Operation) 5, Craft (Sewing) 3, Rituals (Pagan) 3, Fine Arts (pop culture) 2, Smooth Talking 3, Computer 4, Humanities (New Age Theology) 2, Notice 3, Gun (Handgun) 2, Dodge 2, Beautician 2
Gear: "Hippy" clothes, numerous pieces of New Age and Pagan jewelry, .44 Magnum revolver in shoulder holster under shawl
Personality: "I don't condone anything people choose to do. All beings of free will should do as they wish as long as they don't hurt anyone else."
Quote: "Hi! Come on in and bong yer head!"

The Robot's Dungeon Comics and Game Shop (Roleplaying games, overpriced collectors' comics and collectibles, free weekend gaming room that smells like an armpit rolled in a dirty sock). Located next door to Rollingoakfieldplace Mall.

Owner: Wilfred Wimple, Sub-Norm (Born Victim, Armchair Historian)

Happy Valley Tattoo and Piercing Salon - run by the chapter Presidentrix of the Big Bad Biker Mamas. Located beside the Robot's Dungeon.

Old West Trading Post and Ironworks - *the owner, Wild Bill Hitchcock, knows about the Indian burial ground and is currently fortifying his Old West Trading Post and stockpiling supplies, guns and ammunition.* Located across the highway from Rollingoakfieldplace Mall next to Bagpipes and Old Bones and Bongwater.

The Forest of Crystal Mysteries new age shop, Wanda Smarts, owner and operator (supplies, aura readings, mystical advice, walk-ins welcome!) - *the owner, Wanda Smarts, knows something terrible is about to happen and is currently fortifying her apartment above the shop with Clarkies's Dwindies Cookiebars, crystals, aromatherapy supplies, and thousands of holy symbols from hundreds of different religions.* Located across the street from the Joyfield Retirement Community.

Bob and Frank's Taxidermy - You Plug 'Em, We Stuff 'Em! Located on the highway just south of the Bad Side of Town. They share a rundown house behind the taxidermy shop (the house was originally two trailers, but they eventually roofed over their "drinkin' spot" between the two; it still has a dirt floor). Bob and Frank are heavily armed and prone to violence, especially since the disappearance three days ago of their buddy Cranston Meyerston. When the Zombies show up, Bob and Frank will grab their guns, round up a posse of Rednecks and Hillbillies, and head off in a convoy of jeeps and pickup trucks for some Zombie huntin'.

Bob and Frank (identical statistics)

Survivors

Attributes Str: 3 Dex: 4 Con: 4 Int: 3 Per: 4 Wil: 3

Qualities: Fast Reflexes, Situational Awareness, Resistance (Fatigue) 3, Hard to Kill 4, Acute Vision 2, Nerves of Steel 3

Drawbacks: Honorable 2, Reckless 2, Addiction (Habitual Alcohol) 2, Addiction (Habitual Tobacco) 1, Cruel 1

Skills: Drive (Pickup Truck) 4, Craft (Fishing) 3, Craft (Taxidermy) 4, Tracking 3, Mechanic 3, Stealth 3, Notice 4, Survival (Local Area) 3, Gun (Rifle) 4, Gun (Handgun) 2, Gun (Shotgun) 3, Brawling 4

Bob:

Gear: Winchester .308 bolt action rifle, three .357 revolvers, black cowboy hat and boots

Personality: "A feller should be handy with the shootin' iron, not runnin' around shootin' with his handy iron! HAHAAHAHAHA!!!"

Quote: "Damned kids."

Frank:

Gear: Sawed-off .45-70 lever action rifle, .50 caliber revolver, Kat Diesel baseball cap, ratty denim jacket

Personality: "Hey, Bubba! Bubba! BOB! DAMNIT! Lookit this here thang? You ever see that many horns on a cow before?"

Quote: "YEEEEHAWWWW!!!"

Other Businesses Scattered Around Muleton

- **Muleton Farm and Feed Supply** - across the highway from the Joyfield Retirement Community.
- **Edgerton Tractor Sales** - Same location as above.
- **Jolly Roger's Bass Boats** - Same location as above.
- **Muleton Lumber Yard and Building Supply Warehouse** - across the highway from Muleton Farm and Feed Supply.
- **Country Corner Craft and Antique Mall** - this should be called the Country Corner Crap and Junk Mall; rusty bathtubs and old hubcaps outside; cutesy 2-dimension carved cows and flowers and cowboys inside; wheel wells and brake drums converted into flowerpots, nothing of any real value unless you're quite insane or just plain stupid.
- **Billy Bob's Gentleman's Club and (Lap) Dance Hall** - located on the Bad Side of Town, obviously.
- **Veterans of Foreign Conflicts Post 2843** - 14 members (**Average Veteran - Survivor**, with **Drawback Old and Feeble**, and possibly others). Located right across the street from the Joyfield Retirement Community.
- **The Moose Lodge** - Bunnyrun Junction, but in the process of relocating to a new building on the site of the **Lydon Bane Johnston Country Club**.
New Quality: Pillar of the Community! Possessed by all members of the Moose Lodge. 2 point Quality. A Pillar of

the Community must always act on behalf of at least some members of the community and do at least one month of community service per year. In response, they can call on other members of the community for assistance in time of need.

THE ENTERTAINMENT

Muleworld Amusement Park - 'cuz It's a Mule's World, After All; several dozen rusty and decrepit rides that probably should be preserved in a museum; owner is Fred Duggins, a shady obese redneck in a stained checkered shirt and bib overalls.

Mr. Duggins

Norm

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

Qualities: Situational Awareness, Artistic Talent (Cheating Honest Folk) 3, Hard to Kill 3

Drawbacks: Addiction (Habitual, Smokeless Tobacco) 1, Cruel 1, Addiction (Habitual Drinker) 1, Overweight 3

Skills: Brawling 3, Mechanic 3, Craft (Millwright/Machinist) 4, Craft (Construction) 3, Drive (Pickup Truck) 3, Electrician 3, Gun (Handgun) 3, Gun (Shotgun) 2, Streetwise 2, Surveillance 2, Survival (Forest) 3, Lock Picking (Mechanical) 3, Hagglng 2, Cheating 4

Gear: Battered car, .45ACP semi-automatic handgun, 40 rounds ammunition, tool kit (mechanical), tool kit (electrical), tools (woodworking)

Personality: "Whaddaya mean, not safe? All these here rides are safe as you could want.! There ain't many things I cain't fix or just build up from scratch."

Quote: "Sure. I can fix that."

The Majesticky Theatre - ONE whole screen surrounded by scarlet faux crushed velvet; the floor is sticky with unmentionable stuff and the whole place smells like the inside of an ashtray and burned popcorn; shows movies that are at least six months to six years out of date; a left over from a bygone era. The theatre is Downtown.

The Trail Drive In Movie Theatre - which is now used as an automobile wrecking yard; the screen makes a good target for shootin' practice, though. And there are always a few kids running around the place looking for buried treasure and stuff. The Drive In is just east of the Tire Dump and Landfill (the stench of which was a major reason for the demise of the Drive In).

THE RIDES

Muleton Auto Sales - 38 vehicles in various states of disrepair. Downtown.

Leroy McDonald's Automobiles - 15 good trucks, 2 good cars, 42 junkers. Just west of Vista Del Viejo on the east side of the highway. Huge dogs patrol inside the chainlink fence (as Coyotes, below, but with Str and Con 4).

THE LAWYERS

- Dewy, Chie, Tom, and Howe, Ltd.
- Shaft, Tedd, Agin & Associates, Inc.

Lawyer, Survivor

Attributes Str: 2 Dex: 2 Con: 2 Int: 4 Per: 5 Wil: 5

Qualities: Nerves of Steel, Contacts (Lawyers) 2, Resources 3, Photographic Memory (2) Situational Awareness (2)

Drawbacks: Pariah, Honorable 1, Cruel 1, Covetous (Wealth) 1

Skills: Humanities (Law) 5, Bureaucracy 5, Research/Investigation 4, Storytelling 4, Notice 3, Humanities (Law Enforcement Techniques) 3, Surveillance 3, Computer 1, Streetwise 2, Smoothtalking 3

Gear: Expensive suit, briefcase, cellphone, paralegal assistant (sub-norm, Born Victim)

Personality: "Of course we'll win. I guarantee you at least \$100,000 for your pain and suffering. Just sign this contract, please."

Quote: "You, my friend, are in a VERY actionable position, so back off!"

New Drawback:

Pariah - 2 Point Drawback. You are the unaccepted. When you enter the room people stop telling their jokes about you. You are considered the scum of the earth by most decent folks. Forget about getting help. You'll be lucky not to get bashed over the head and left for dead.

THE HEALERS

- Muleton Memorial Hospital (200 beds, emergency room for 8)
- Vista del Viejo Medical Center (no beds - outpatient only)
- Charletonelli Animal Hospital (no beds, but some very nice kennels)
- The Joyfield Retirement Community and Mental Hospital

Doctor or Veterinarian, Survivor

Attributes Str: 2 Dex: 4 Con: 3 Int: 5 Per: 4 Wil: 2

Qualities: Fast Reflexes 2, Situational Awareness 2, Photographic Memory 2, Acute Vision 2, Nerves of Steel 3, Resources 3

Drawbacks: Honorable 2

Skills: Medicine* 5 - Specialty (Surgery) 7, Science (Pharmacology) 5, Science (Biology) 3, First Aid 4, Science (Chemistry) 2, Research/Investigation 5

*Medicine, Veterinary for Veterinarians

Gear: Stethoscope, lab coat, latex gloves

Personality: "Hmmm. That sounds bad. Are you insured? I'll need to see your insurance card."

Quote: "Here's some prescriptions. Let's set you again in, ummmmm, two weeks."

Nurse/VetTech

Norm

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

Qualities: Contacts (Neighbors) (2) Contacts (Coworkers) (2) Contacts (Friends/Hobbyists) (2)

Drawbacks: Honorable (1)

Skills: Drive (Car) 2, Bureaucracy: 2, First Aid 4, Medicine 1*, Craft/Fine Art/Other (hobby) 2, Computer 2, Swimming 2, Notice 3, Sports/Movie/SitCom/Soap Opera Trivia 4, Acting 2, Dodge 2, Science (Biology) 2, Science (Chemistry) 1, Craft (Janitorial Cleanup) 1

*Medicine, Veterinary for VetTechs

Gear: Cheery scrubs in bright colors or cute animal designs, sneakers

Personality: "No, this isn't what I'm going to do for the rest of my life! I'm only doing this until I finish college!"

Quote: "The doctor will be with you in a moment."

Potential Animal Allies

Dogs (from "Terra Primate" RPG by Eden Studios)

Str 1 Dex 5 Con 3 Per 5 Int 2 (animal) Wil 2

Life Points: 26 Attack: Bite D6 X 2

Skills: Brawling 4, Dodge 1, Notice 3, Tracking 2

Cats

Str 1 Dex 6 Con 3 Per 5 Int 2 (animal) Wil 4

Life Points 20 Attack: Bite D4, Claws D4 (two claws and one bite per attack)

Skills: Brawling 4, Dodge 2, Notice 2, Tracking 2, Climb 3

Horses (from "Terra Primate" RPG by Eden Studios)

Str 6 Dex 4 Con 3 Per 4 Int 1 (animal) Wil 4

Life Points 29 Attacks: Trample D8 X 6

Skills: Brawling 3, Notice 3

Cows

Str 7 Dex 2 Con 4 Per 3 Int 1 (animal) Wil 2 Life Points 24 Attacks: Trample or Gore D6 X 7 Skills: Brawling 2, Notice 2
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THE BUS STOP

Muleton Municipal Bus Terminal - one of the last occupied buildings on the east side of Downtown near the old copper mines.

FUNERAL HOMES

Dr. (Alphonso Alfrederick Alvito) Hackula's Funeral Home - it's very neat, very cold, and very creepy; *this is Dr. Heimlich's cover for his research into prolonging life and achieving immortality* - see the description of the abandoned copper mines. The good doctor has been waiting until the funerals were over for the last thirty years or so and removing the bodies to his laboratory in the copper mines to serve as subjects for his Weird and Creepy Research.

The funeral home is closed at the moment. Dr. Hackula hasn't been seen in several days. He was eaten by his own Zombies. Only his eyeglasses are left.

Muleton's Rest Funeral Parlor - run by the gaunt, pale, very tall, and very quiet Mr. Dobbs - yes, he used to be married to the Justice of the Peace, but he survived and is doing quite well, thank you!

Mr. Dobbs

Survivor

Attributes Str: 3 Dex: 3 Con: 4 Int: 4 Per: 4 Wil: 3

Qualities: Photographic Memory 2, Nerves of Steel 3, Resistance (Poison) 4, Talent (Sculpture), Charisma 4, Resistance (Disease) 2

Drawbacks: Honorable 3

Skills: Craft (Mortician) 4, Craft (Funerary Services) 4, Science (Chemistry) 3, Humanities (Theology) 4, Mechanic 3, Stealth 3, Notice 4, Streetwise 4, Gun (Rifle) 4, Hand Weapon (Shovel) 2

Gear: Dark, somber suit, ornate gold antique pocketwatch

Personality: "As the old saying goes, everyone is dying to meet me. But I digress, and mean no disrespect for the dear departed. I am not a simple gravedigger. I care for the departed, and I give what comfort I can to their families when they come to me. I am honored to serve in this manner, at the time a family most desperately needs a reliable and trustworthy companion."

Quote (Pre-Rise): "Do not worry. I'll take care of your dearly departed and treat him with the utmost respect he deserves."

Quote (Post-Rise): "Oh no. This just won't do at all."

THE CEMETARIES

Golden Valley Cemetery - Just south of Bunnyrun Junction. Well kept. 8 Gravediggers on staff.

Peaceful Rest Cemetery - Just east of Downtown. Run down and creepy. 2 Gravediggers on staff.

Both cemeteries have reported a recent rash of grave robberies and vandalism. What they haven't said is that they're all certain the graves were opened from the inside out. All 10 hang out together at a bar Downtown called "Doug's Crypt". Despite the name, the bar is brightly lit and colorful, with a sunflower motif and great home cooked food.

Gravedigger

Norm

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

Qualities: Nerves of Steel, Contacts (Kinfolk) 3 (willing to assist), Hard to Kill 3
Drawbacks: Delusions, Prejudice (Pick a group) 1, Zealot (Religious Fundamentalist)
Skills: Craft: 4 (Gravedigging), Drive (Pickup truck) 3, Gun (Shotgun) 3, Drive (Backhoe), Drive (Tractor) 2, Hand Weapon (Shovel*) 2, Craft (Stone Cutting), Thrown Weapon (Lawn Dart**) 2, Swimming: 2, Streetwise 3, Craft (Fishing) 3, Hagglng 2, Craft (Gardening) 3, Notice 2, Theology 2
 *Treat as Axe for damage
 **Treat as Thrown Knife for range and damage
Gear: Sturdy work clothes, heavy boots, shovel, floppy hat
Personality: "I've been digging graves for pert' near twenny year now. Never had none stolen nor any graves digged up. 'Til now. Damnedest thing I ever seen! Hope them cops figure out who did it!"
Quote: "This same grave, sir, is, sir, Dr. Banes' grave, sir. He poured a flagon of beer on my head once, he did!"

Unknown - Indian burial grounds under the **Choppin' Field**.

Unknown - Settler cemetery downstream from the abandoned **Parasol Corp** factory.

Unknown - dozens of shallow graves left by the deceased mass murderer that used to live in **That Creepy Old House Way Out In The Woods**.

THE ACCOMMODATIONS

EconoStay Motel - by the highway; nice, if very shabby and run down

Budgetary Inn - rooms by the hour, night, or week
 Requires Resist Disease roll to avoid coming down with lice if sleeping here

Heritage House Inn - like paying to sleep at your grandmother's house, musty smell and all.
 Mizz Daisy Tobkins
 Norm, Member of the Flat Earth Society

Happy Valley Motel - a mobile home/RV park/campground on the northwest side of Lake Muleton on Pleasanton Beach.
 RV Owner, Cityslicker or Sub-Norm (Born Victim), about 70% have Drawback Old and Feeble.

Lydon Bane Johnston Country Club and Golf Spa Resort - if you can afford it (minimum Resources 2 just to get in, let alone spend time) and meet the dress code, it's quite a nice stay.

Country Club Members
Norm
Attributes Str: 2 Dex: 2 Con: 3 Int: 3 Per: 2 Wil: 3
Qualities: Contacts (Neighbors) 2, Contacts (Coworkers) 2, Contacts (Friends/Hobbyists) 2, Resources 3+
Drawbacks: Honorable 1, Covetous (Money, Severe), Covetous (Success, Severe), Obsession (Only the Best, Severe)
Skills: Drive (Car) 2, Bureaucracy 5, Craft/Fine Art/Other (job skill) 4, Craft/Fine Art/Other (hobby) 4, Computer 3, Swimming 2, Notice 3, Sports/Movie/SitCom/Soap Opera Trivia 3, Brawling 2, Dodge 2, Gun (choose) 1, Hand Weapon (club) 1
Gear: Multiple REALLY nice cars, palatial homes, spouse, 2.5 children, purebred dog, etc. -

THE LEADERS

Muleton County Courthouse

4 story native stone with simple detail, pediment entrances, bas-relief cornices, and a parapet wall above that. The Muleton Police Station and City Jail are in the basement areas with the city fallout shelter. The

bell tower doesn't have a bell anymore, but chimes the change of the hour and emergency sirens thanks to a high-powered sound system and some huge speakers. There is a huge bomb shelter beneath the building, which also houses the 20 member City Council (either **Rich Folks** or **Lawyers**) and their staff members (another 30 or so **Born Victims**). The shelter is stocked with five years of preserved food, water, and survival gear (such as gas masks and geiger counters). The police armory is also in the shelter.

THE HEIRS OF THE AIR

Muleton Municipal Airport

No control tower

Unattended

Open to the public

Lights come on automatically at dusk

Parking: tiedowns, hangers

Other services: flight instruction, crop dusting, sky writing, looking for Crop Circles

Aircraft based on the field: 18

Aircraft operations: average 46/week

Fuel: Available, but have to call the Constable's office first to get someone out to unlock and power up the pumps (usually ~1200 gallons on site at any given time in four separate subsurface tanks).

THE GOOD STUFF

Dr. Heimlich's Hidden Laboratory

Hidden deep within the tunnels of the abandoned Muleton Mineworks is the hidden secret laboratory of the Evil Doctor Heimlich. He has been conducting his own research in the mines ever since being laid off by the Parasol Corporation back in 1973.

Using his cover as the kindly undertaker, Dr. Alphonso Alfrederick Alvito Hackula, Dr. Heimlich has been swiping the bodies he was supposed to bury and taking them to the hidden laboratory. He has funded his research by high priced funerals and abandoning things like embalming fluids and coffins. The hidden laboratory is really just a bunch of strange equipment (i.e. B-movie grade stuff) in the tunnels. **HOWEVER**, he has succeeded in his efforts to some degree. **Caged in the mines were hundred and hundreds of Zombies**. About a week ago, rust and metal fatigue conspired to unleash the horde of Zombies and they've been wandering around the mines ever since eating Dr. Hackula and escaping. And now they've begun to filter into Muleton.

Meanwhile, back at the Choppin' Field, the spirits are angry. And if the spirits ain't happy, ain't nobody happy. About a week ago the angry spirits began to possess the bodies of the dead in the surrounding area in order to demonstrate their disappointment at the loss of their trees. Since they started in an Indian burial ground, most of the Zombies filtering in from the Choppin' Field are mummified Indians armed with stone tomahawks and rusty trade knives. All of these Zombies are Tough Guy Zombies.

And out behind That Creepy Old Abandoned Factory Way Out On The Bad Side Of Town, yep, you guessed it! About a week ago during a thunderstorm, swamp gas energized by the planet Venus interacted with all the chemical waste when a lightning bolt hit the old settler's cemetery. And sure enough, the moldy ol' settlers along with various government inspectors and troublesome employees

started to get up and wander around looking for someone to eat. And it turns out that the Flair Witch really was buried here after all. And she's pissed. So she wandered over to, yup...

That Creepy Old House Way Out In The Woods near the headwaters of Yeller Creek. And then she made up with the ghost of the Mass Murderer and they convinced all the dozens of bodies buried around the Creepy Old House to get up and cause some trouble because the Flair Witch is still hacked off about that buffalo hunter shooting thing.

All in all, it's been a bad week for Muleton. By the time the game starts on Day 1, 48 people have gone missing, but only 29 have been reported. They've fallen victim to one or more of the Zombie factions and added to the mix. There are approximately 300 Zombies in Muleton on Day 1.

On average, 1D6 hundred people will be transformed into new Zombies each day starting on Day 2.

How to Become a Zombie

That's easy! Git bit! If a live folk is bit by a dead folk, the live folk is headed for serious trouble. Use the same wasting disease rule from "Rise of the Walking Dead", p. 168 of the AFMBE rulebook.

Zombies are initially reanimated as **Regular Joe Zombies** regardless of the type of Zombie that killed them. If the formerly live person possessed the **Quality: Hard to Kill** before death, they will reanimate as a **Tough Guy Zombie**. Either type of Zombie will become a **Stinky Zombie** in 3D6 days due to decomposition and poor hygiene. Additionally, Tough Guy Zombies can become **Mushy Zombies** once they've been sufficiently battered, squashed, steamrollered, or otherwise made less intact structurally. Then there are **Dr. Hackula's Zombies**. They're, well, wimpy. And so are new Zombies they create. **Settler Cemetery Zombies** are literally falling apart at the seams, so there may yet be hope for the living.

Zombie Details

Regular Joe Zombie

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

Attack: Bite damage D4 X 2 slashing; use the same rule for multiple attacks as in "Rise of the Walking Dead", p. 168 of the AFMBE rulebook.

Weak Spot: Brain, Spine

Getting Around: Slow and Steady

Strength: Dead Joe Average

Senses: Like the Dead; Life Sense

Sustenance: Who Needs Food?, All Flesh Must Be Eaten

Intelligence: Dumb as Dead Wood

Spreading the Love: See "Rise of the Walking Dead", p. 168 of the AFMBE rulebook.

Power: 22

Settler Cemetery Zombie

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

Attack: Bite damage D4 X 2 slashing; use the same rule for multiple attacks as in "Rise of the Walking Dead", p. 168 of the AFMBE rulebook.

Weak Spot: Brain, Spine

Getting Around: Slow and Steady

Strength: Dead Joe Average

Senses: Like the Dead; Life Sense

Sustenance: Who Needs Food?, All Flesh Must Be Eaten

Intelligence: Dumb as Dead Wood

Special Zombie Power: Spit and Bubblegum* (Coffee Break of the Living Dead, AFMBE Zombie Master Screen module, p. 45) - 2

Spreading the Love: See "Rise of the Walking Dead", p. 168 of the AFMBE rulebook.

Power: 20

*Settler Cemetery Zombies are in pretty bad shape - I mean, being dead a couple hundred years then being soaked in toxic wastes doesn't do much for their structural integrity. New zombies created by Settler Cemetery Zombies are Regular Joe Zombies.

Tough Guy Zombie

Str 4 Dex 1 Con 2 Per 2 Int -2 Wil 2 Speed 2

Attack: Bite damage D4 X 2 slashing; use the same rule for multiple attacks as in "Rise of the Walking Dead", p. 168 of the AFMBE rulebook. Once the Tough Guy Zombie grabs its victim, use the Iron Grip rules on p. 152 of the AFMBE rulebook

Weak Spot: None

Getting Around: Slow and Steady

Strength: Strong Like Bull, Iron Grip, Damage Resistance

Senses: Like the Dead; Life Sense

Sustenance: Who Needs Food?, All Flesh Must Be Eaten

Intelligence: Dumb as Dead Wood

Spreading the Love: See "Rise of the Walking Dead", p. 168 of the AFMBE rulebook.

Power: 41

Stinky Zombie

Stinky Zombies begin as either a Regular Joe Zombie or a Tough Guy Zombie. After 3D6 days the zombie gains the Special Zombie Features "Noxious Odor." Increase Power by 5 points. After a decade or so, Stinky Zombies just melt away into goo.

Mushy Zombie

Mushy Zombies begin as Tough Guy Zombies. Once 100 points of non-cumulative damage (i.e. damage inflicted in separate attacks) have been inflicted on the Tough Guy Zombie, it becomes a Mushy Zombie and appears to be a rolling sack of goo with splotches of hair and patches of hide dotting its amorphous body, arms and legs flopping around as it oozes forward. Mushy Zombies lose "Iron Grip" but gain the following Abilities: "The Lunge" and "The Hug of Death". Increase Power by 10 points.

Dr. Hackula Zombie

Dr. Hackula managed to reanimate the dead down in the Copper Mines, but didn't manage to make them very powerful or anything. They're just walking dead sitting ducks.

Str 2 Dex 1 Con 2 Int -2 Per 1 Wil 2 Deadpoints 26 Speed 2

Attack: Bite D4 X 2 (slashing)

Weak Spot: All

Getting Around: Slow and Steady

Strength: Dead Joe Average

Senses: Like the Dead

Sustenance: Who Needs Food?, All Flesh Must Be Eaten

Intelligence: Dumb as Dead Wood

Spreading the Love: One Bite and You're Hooked

Power: 10

Special Note: Dr. Hackula left his television set running down in his lab most of the time. As a result, Dr. Hackula Zombies have become conditioned to what they've seen on TV. If a cast member or extra happens to be costumed as a fantasy medieval character (troll, dark elf, Skull Lord of Death Castle, etc.) or wearing a Starr Track uniform they will be able to "command" (i.e. terrify) Dr. Hackula Zombies to leave the area. This is because Dr. Hackula inadvertently conditioned the Zombies to fear Heroic Fantasy Characters, Captain Kork, and Mr. Spack. They will not approach such costumed characters at any cost and will shuffle away moaning in terror if confronted by them.

Zombie Masters - DON'T give this freely to Cast Members. Let them figure it out on their own. They might see it happening with an extra and think it's due to the extra's special powers or something. And they might think it works on all Zombies. Nope. Just Dr. Hackula Zombies.

Mass Murderer's Ghost (Unique - he's the only one)

Str 4 Dex 3 Con 2 Per 2 Int 2 Wil 4 Speed 18

Attack: Essence Loss (8/round of contact), see effects of Essence Point loss on p. 114 of the AFMBE rulebook

Weak Spot: Blessed Objects (cannot attack live folks who are praying and/or brandishing holy objects in the name of their god(s)) -10

Getting Around: The Quick Dead

Strength: Strong Like Bull, Iron Grip, Damage Resistance

Senses: Like the Dead; Life Sense

Sustenance: Who Needs Food?, Soul Sucker

Intelligence: Language, Animal Cunning (level 2), Long-Term Memory, Problem Solving
 Spreading the Love: Nobody Loves Me*
 Special Zombie Features: Flying (without wings)*, Wall Crawling*, Essence Sense (level 2)*
 Power: 84
 *Coffee Break of the Living Dead, AFMBE Zombie Master Screen module, p. 44-45

Flair Witch (Unique - she's the only one)

Str 7 Dex 3 Con 2 Per 2 Int 2 Wil 4 Speed 18
 Attack: Essence Loss (8/round of contact), see effects of Essence Point loss on p. 114 of the AFMBE rule book
 Weak Spot: Blessed Objects (cannot attack live folks who are praying and/or brandishing holy objects in the name of their god(s)) -10
 Getting Around: The Quick Dead, Leaping, Burrowing, Climbing, The Lunge
 Strength: Monstrous Strength, Iron Grip, Damage Resistance
 Senses: Like the Dead; Life Sense
 Sustenance: Who Needs Food?, Soul Sucker
 Intelligence: Language, Animal Cunning (level 2), Long-Term Memory, Problem Solving
 Spreading the Love: Nobody Loves Me*
 Special Zombie Features: Wall Crawling*, Essence Sense (level 2)*
 Power: 90
 *Coffee Break of the Living Dead, AFMBE Zombie Master Screen module, p. 44-45

Special Note: The Flair Witch doesn't really look much like a big fat hairy cow, but she is pretty hairy and is definitely butt ugly.

THE MASSACRE AT MULETON

Okay, enough of the set-up stuff!

Timeline for the Major Events in the Massacre at Muleton

Day 1 Dr. Hackula Zombie attacks at the Muleton Bus Station and Magnalux plant.

Day 2 Burial Ground Indian Tough Guy Zombie attacks in Happy Acre Estates, Bunnyrun Junction, and Utopia City. Flair Witch (Settler Cemetery) Zombie attacks in Vista del Viego and Happy Valley Estates.

Day 3 All Zombie types are openly roaming around town in small groups (1D6 X 1D6). Wide-scale looting. Redneck and Hillbilly mobs abound.

Day 4 Zombies roaming around in larger groups (2D6 X 1D6). More looting.

Day 5 Muleton quarantined on all major and minor roads by the Army and the Department of Highway Safety.

Day 6 Most citizens are living in fortified homes or businesses.

Day 7 BBBM begin supply runs into town.

Day 8 National Guard units take up positions outside of town and send in patrols.

Day 9 Warriors of the Wasteland roar into town looking for guzzaline and trouble.

Day 10 WoW and BBMM battle it out for control of the Cookiebar factory. The Warriors of the Waistband are forced to flee (slowly but steadily) in their Girthbuster Buster Bus. They'll hole up either at the Joyfield Retirement Community or Rollingoakfieldplace Mall, or try to head north out of town on the highway.

Day 11 City government flees Muleton under police escort.

Day 12 Artillery fire destroys the Magnalux plant by mistake.

Day 13 Artillery fire destroys the old Parasol chemical plant.
Day 14 Coyotes begin walking around town on two legs and having afternoon tea when no one is watching them due to mutations caused by toxic runoff from the Parasol Corp. factory. Anyone with Notice 5 will glimpse 'em, but won't be able to prove it.
Day 15 Army Sterilization Squads arrive. CIA in area.
Day 16 PETZ movement gains momentum nationwide.
Day 17 Refugees from out of town begin arriving. They seem to think things are better in Muleton than in other areas. They'll describe Zombies and UFOs and sea monsters and stuff as their reason for fleeing to Muleton from Wherever, USA.
Day 18 Bazillions of Zombies roaming the streets of Muleton. All of them seem to be heading in the same direction, however. Simple Perception check success indicates the zombies are heading for the University where a PETZ rally is taking place.
Day 19 NOTHING HAPPENS! Weird, ain't it? No zombies are to be seen. They're all at the University campus eating the PETZ organization members.
Day 20 PETZ movement extinct, eaten by Zombies. Zombies return to the streets. The Flat Earthers take advantage of the confusion to escape the Retirement Home and free their philosophical brothers and sisters from the nearby mental hospital.
Day 21 National Guard and Army desertions increase. Quarantine breaks down.
Day 30 Biker Army rides unopposed into town.
Day 31 Anyone who could leave has left by now.
Day 50 National Guard and Army units pull out of Muleton with anyone they can rescue. The Flat Earthers and Mental Hospital Escapees hide in the Abandoned Copper Mines.
Day 60 Air Farce Bombing Raid levels most of Muleton with a tactical nuke.
Day 100 Nothing left in Muleton but lots of fat bipedal mutant coyotes with thumbs, humanoid cows, human bones, and Flat Earthers who are worshipping the Flair Witch down in the old Copper Mines. In years to come they'll mutate into the Mole People and prosper and then try to take over the surface of the Earth!!! BWAHAHAHAHAHAHA!!! See Seeds of the Future (below) for further information.

Random Encounter Tables (roll 3d6 whenever you feel like it)

First Week of Massacre 3 Looters 4 Zombies 5 Zombies 6 Looters 7 Redneck Mob 8 Looters 9 Terrified rich folks 10 Renaissance Fairies 11 Terrified Rednecks 12 HEROIC POTENTIAL 13 Big Bad Biker Mama raid 14 Zombies 15 Highway Patrol 16 HEROIC POTENTIAL	Second Week of Massacre 3 Zombies 4 HEROIC POTENTIAL 5 Zombies 6 Looters 7 Big Bad Biker Mama raid 8 National Guard patrol 9 Redneck Mob 10 HEROIC POTENTIAL 11 National Guard deserters 12 Redneck Mob 13 Rich folks fleeing 14 Zombie Horde (1D100) 15 Zombies 16 Looters
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17 Zombies 18 Zombie Horde (1D100)	17 Warriors of the Wasteland 18 Zombie Horde (1D100)
Third Week of Massacre 3 Zombie Horde (1D100) 4 Coyote pack vs. Zombies 5 Army Sterilization Squad 6 Zombie Rights Activists 7 Zombies 8 Refugees from outta town 9 HEROIC POTENTIAL 10 Refugees from outta town 11 CIA Field Team* 12 Squatters 13 Rich survivors fleeing 14 Redneck Mob 15 Military Deserters 16 Zombies and Mushy Zombie 17 Flat Earthers and Friends 18 Zombie Horde (2D100)	Subsequent Weeks of Massacre 3 Zombie Horde (2D100) 4 Coyote nation vs. Zombies 5 Army Sterilization Squad 6 HEROIC POTENTIAL 7 Army Deserters 8 Refugees from outta town 9 Zombies and Mushy Zombie 10 Stinky Zombies 11 Stinky Zombies 12 Zombies 13 CIA Field Team or 2 Zombies* 14 Zombie Horde (1D100) 15 National Guard deserters 16 Biker Army 17 Zombies 18 Zombie Army (1D100X1D100)

***Special Encounter (described below)**

Random Encounter Descriptions

HEROIC POTENTIAL

Heroic Potential - Roll 1D6:

1 Chance to pull off something so cool that folks'll talk about it for years to come. like saving a bus full of blind orphans and crippled nuns from a horde of flesh-eating Zombies. Maybe someone will reward the characters by sending them on another Heroic Mission.

2 Big Score! They're looting the Gun Emporium! The National Guard abandoned their tanks! Or something like that. It's not very heroic at first glance, but maybe the characters can do heroic things with their haul from the Big Score... Hey! It could happen. Maybe. If the stars and planets are in the proper alignment. And hell freezes over.

3 Save the Sorority Babes/Fraternity Hunks! The characters can earn the, ah, admiration and adoration and subsequent affections of the grateful rescued, ah, persons. At least one or two of the rescued persons will have a Valuable Skill that is very useful to the cast members. The Sorority Babes/Fraternity Hunks are being attacked by the **Satanic Drug-using Communist Ecoterrorists** for sacrifice in a Flair Witch worship service and prayer meeting.

4 Save the Potentially-Valuable-Person-to-Know! Rescue the injured biker and he/she'll introduce you to his/her friends and maybe you can join the pack...IF you survive sponsorship and initiation (after all, there have to be standards, even AFTER the fall of civilization). OR! OR! OR! Rescue the besieged governor from his crashed luxury limousine and keep him from being eaten by the Zombies! Maybe he'll feel obliged to tell the characters where the stashes of military supplies are and share the codes needed to get in. Or maybe not. If not, the characters can always beat the crap outta the governor and MAKE him hand over the information.

5 Rescue someone from the local folklore thingie! Rescue the innocent folks from imminent death by Chupacabras or confused Sasquatches or something. There will be at least 1D6 X 1D6 witnessed to verify the bravery of the cast members and sing their praises for years to come. The carcass of the Local

Folklore Thingie can be traded for one "good" item for each cast member either at Deathworld Emporium, Bob & Frank's Taxidermy, or Bagpipes and Old Bones™. Alternatively, the cast members run across the Flair Witch and/or the Mass Murderer's Ghost.

6 Make up something outrageous that involves something like hanging by one hand from the bottom of the bomber that's about to sterilize Muleton with a nuclear weapon and then disarming the bomb, and making it safety back to earth... Or maybe even something totally bizarre and unrealistic.

THE DRAWBACK TO HEROIC POTENTIAL: There's no such thing as a free lunch. The characters will have to battle at least a few dozen/hundred Zombies and Looters or maybe an Enraged Redneck Mob (meaner than usual) to succeed at their chance for Heroic Potential.

Zombies

Zombies - 6D6 Zombies are loitering in the area waiting for someone to have for lunch. There's not much chance of surprising the Zombies - they can smell Lifenol, the mysterious chemical given off by tasty living mammals. However, Zombies tend to lurch forward VERY slowly and are not able to avoid attacks. There is a 1 in 6 chance of at least 1D6 Tough Guy Zombies being included in a group of Regular Joe Zombies.

Roll to determine what kind of Zombies are present:

- 1 - Dr. Hackula Zombies
- 2 - Regular Joe Zombies
- 3 - Settler Cemetery Zombies
- 4 - Tough Guy Zombies from the Desecrated Indian Burial Ground
- 5 - Roll twice.
- 6 - Roll three times.

Zombies with Mushy Zombie - as above, but a Mushy Zombie is lurking nearby waiting to flop over and git somebody.

Zombie Horde (1D100) - Just a big ol' bunch of Regular Joe Zombies wanderin' around waitin' to meet some folks they can rip apart and devour. They might be from a single source, like an entire Zombified Marching Band that has managed to stay together after being killed the first time. There is a 1 in 6 chance of at least 2D6 Tough Guy Zombies and 1D3 Mushy Zombies being included in this horde.

Zombie Horde (2D100) - Just a bigger horde. Maybe they all came in on the same train.

143 Zombified Delegates to the Baptistitarian Convention is a scary thought.

OR! OR! Imagine the look on the characters' faces when they're faced with 128 Zombies in leiderhosen from the Oktoberfest Zombie Massacre. Some of the Zombies might still have their polka-playin' accordions. Some might even remember the Chicken Dance...

There is a 1 in 6 chance of at least 3D6 Tough Guy Zombies and 1D10 Mushy Zombies being included in this horde.

Zombie Army (1D100X1D100) - It's like New Year's Eve at Times Square, except the Regular Joe Zombies are more focused than the drunks. There is a 2 in 6 chance of at least 3D6 Tough Guy Zombies and 1D10 Mushy Zombies being included in this horde.

Stinky Zombies - these dead folks have been out in the sun WAY too long and are getting pretty gamy. They're turnin' green and are covered in maggots, horseflies, and other little bugglies.

Coyote pack vs. Zombies - 6D6 coyotes and wild dogs (like escaped Collies and Pomeranians) are

nipping away at a group of 6D6 Zombies that are doing their best to fight back. The Zombies aren't quick enough to catch the coyotes, so they're pretty much dead meat (hah! Get it?!).

Of course, coyotes aren't very big, so it may take them a week or so to finish off the Zombies. When the coyotes get tired they'll break off and have a nap somewhere and make some puppies or something, then they'll come back to pick up where they left off.

There's a 3 in 6 chance for each Coyote vs. Zombie encounter that 1D6 useful items have been dropped by the Zombies as they were being chewed into coyote chow.

Coyotes/Wild Dogs (from "Terra Primate" RPG by Eden Studios)
 Str 1 Dex 5 Con 3 Per 5 Int 2 (animal) Wil 2
 Life Points: 26 Attack: Bite D6 X 2
 Skills: Brawling 4, Dodge 1, Notice 3, Tracking 2

Coyote nation vs. Zombies - There must be a Canine Internet, because dozens of packs of coyotes have formed a megapack of 1D100 coyotes and wild dogs that are raising hell with the local Zombies.

There's a real danger of getting caught in the middle of this one, as wild dogs aren't afraid of humans like coyotes are, and a lot of the pesky lil' critters may be carrying rabies or something like that.

As above, there's a 5 in 6 chance that 2D6 useful items have been dropped by the Zombies as they were being nibbled down to nubbins.

Coyotes/Wild Dogs (from "Terra Primate" RPG by Eden Studios)
 Str 1 Dex 5 Con 3 Per 5 Int 2 (animal) Wil 2
 Life Points: 26 Attack: Bite D6 X 2
 Skills: Brawling 4, Dodge 1, Notice 3, Tracking 2

Just Plain Folks

Looters - Well, the economy is shot and the dead are rising from the grave, so you might as well get that big screen TV you've always wanted and stock up on ammo, groceries, hooch and cigarettes while you're at it. Armed with guns, clubs, and cans of Spam™.

Looters, Survivors
Attributes Str 3 Dex 3 Con 3 Int 2 Per 3 Wil 2
 Life Points 37 Endurance 29 Speed 12 Essence 16
Qualities: Nerves of Steel, Hard to Kill 1, Situational Awareness
Drawbacks: Covetous (Greed, Severe), Cruel (mild)
Skills: Brawling 2, Weight Lifting 2, Dodge 2, Driving (Car) 2, Gun (Pick one) 3 Guns (pick another one) 2 Hand Weapon (Club or Knife) 3, Notice 2, Stealth 3, Pick Locks (Mechanical) 3, Streetwise 3
Gear: Club or knife, one firearm and 5D10 rounds, sack of stolen goods

Terrified Rednecks - They'd never admit it, but they're scared poopless. These folks will shoot at anything that moves and most things that won't with large and small caliber guns. Eventually they'll pick on each other enough about who's chicken and who's not and become an **enraged...**

Redneck Mob - that is looking to prove they're not afraid of anything. These folks will STILL shoot at anything that moves and most that don't with large and small caliber guns.

Rednecks (Terrified or Enraged Mob)
Norm
Attributes Str: 3 Dex: 2 Con: 3 Int: 2 Per: 2 Wil: 2
Qualities: Contacts (Neighbors) 2, Contacts (Kinfolk) 4 (willing to take up feuds to defend kin), Hard to Kill 2, Resistance (Alcohol) 1

Drawbacks: Delusions (Prejudice - non-Rednecks) 1, Talentless, Addiction (Smokeless tobacco - snuff or chew, pick one) 1, Addiction (Habitual alcohol drinker) 1, Emotional Problem (Aggressive, short fuse)-2, Reckless, Cruel 1
Skills: Brawling 3, Craft 3 (job skill; or hobby if unskilled laborer)*, Drive (Pickup truck) 3, Dancing 2 (Specialty - C&W Linedancing), Gun (Handgun) 3, Gun (Shotgun) 3, Gun (Rifle) 3, Pilot (Bassboat) 2, Thrown Weapon 2 (Beer can), Sport (Football) 2, Swimming 2, Survival (Prairie) 3, Craft (Fishing) 3, Hagglng 2
Gear: Snuff or chewing tobacco, spit can, battered pickup truck with gunrack in rear window, 12-gauge shotgun, Hunting rifle with Scope, spotlight (runs off cigarette lighter in truck), three bales of hay in back of pickup truck along with 30-odd pounds of rusty hand tools, clothes, household and personnel belongings packed in boxes in the back of the truck and/or on a hay trailer

Terrified rich folks - are hiding from both Zombies and an enraged Redneck Mob. They'll shoot at just about anything that moves and most things that don't with really nice large and small caliber guns with expensive scopes and laser sights (+2 to succeed on all Firearms rolls).

Rich Folks

Norm

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

Qualities: Contacts (Neighbors) 2, Contacts (Coworkers) 2, Contacts (Friends/Hobbyists) 2, Resources 3+

Drawbacks: Honorable 1, Covetous (Money, Severe), Covetous (Success, Severe), Obsession (Only the Best, Severe)

Skills: Drive (Car) 2, Bureaucracy 5, Craft/Fine Art/Other (job skill) 4, Craft/Fine Art/Other (hobby) 4, Computer 3, Swimming 2, Notice 3, Sports/Movie/SitCom/Soap Opera Trivia 3, Brawling 2, Dodge 2, Gun (choose) 1, Hand Weapon (club) 1

Gear: Multiple REALLY nice cars, palatial homes, spouse, 2.5 children, purebred dog, etc. -

Refugees from outta town - are just passin' through on the way to anywhere else. They'll be driving fast and will likely try to run over anyone/thing that gets in the way. Weapons are mostly small caliber guns and clubs. Sometimes the **Refugees from outta town will go to ground and become...**

Squatters - who think that wherever they've ended up is better than where they were. They'll likely fight to keep whatever they're holed up in, and won't take kindly to local folks wanting their houses and businesses back. Weapons are small caliber guns and clubs.

Refugees and Squatters

Norm

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

Qualities: Fast Reflexes, Hard to Kill 3

Drawbacks: None

Skills: Drive (Motorcycle or Car): 3, Hand weapon (pick one) 2, Brawling 2, Craft (pick one) 3, Lockpick (Mechanical) 3, Gun (Shotgun) 2, Notice 3, Hand Weapon (knife) 2, Mechanic 3, Survival (pick area) 2

Gear: Motorcycle or car, hand weapon, shotgun with 5D6 shells, 1D6 knives of various sizes, camping and survival gear, tools for Craft Skills

Renaissance Fairies - Refugees from the Muleton Renaissance Festival, complete in their princely robes and sumptuous bodices. About half of the group will be wearing chainmail or platemail armor, and all are armed with knives, daggers, swords, maces, axes, bows and crossbows.

Historical Reenactors, Renaissance (Norm)

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

Qualities: Contacts (Other reenactors) 3 (will assist), Photographic Memory 2, Hard to Kill 2, Resistance (choose one) 1

Drawbacks: Obsession (Historical Accuracy) - 2, Minority (Historical Reenactor)

Skills: Acting 2 (Specialty - Period Reenacting) 4, Craft 3 (Costuming*), Computers 2, Dodge 3, Brawling 3, Humanities (History) 3, Fine Arts (Period Music) 3, Storytelling 3, Myth & Legend (Fantasy or Historical**) 4, Hand Weapon (Sword, Axe, Mace, or PoleAxe) 4, Running (Dash) 2, Craft (Armorer, Seamstress, Tailor, Blacksmith, etc.) 2, Hand Weapon (Club or Knife) 3, Drive (car or van) 2

Gear: Period Renaissance Clothing, Chainmail or Platemail Armor, Hand Weapon (Sword, Axe or Mace), Camping Gear, Scottish Eggs, Mead, Wine

*If a Renfairy happens to be wearing a dragon costume, however crude it may be, they will terrify **all** Zombies except Tough Guy Indian Zombies (some part of the Zombies' brains recognizes the awesome shape of Muley the Lake Monster and they don't want to get eaten). In addition, if said dragon-costumed character runs across members of the "Satanic" Drug-Using Communist Eco-Terrorists, the cult members will crowd around bowing and scraping and chanting "Stan! All hail the Great Stan!"

**If a Renfairy happens to be costumed as a fantasy medieval character (troll, dark elf, Green Man, etc.) or wearing a Starr Track uniform they will be able to command Dr. Hackula Zombies to leave the area. This is because Dr. Hackula used to leave his TV on in his lab in the Abandoned Copper Mines. He inadvertently conditioned the Zombies to fear Heroic Fantasy Characters, Captain Kork, and Mr. Spack.

Note: After an initial foray into town for supplies and whatnot, the Renfairies return to their camp and battle it out with the Zombie there. Surviving Rennies pack up and head out into the Wilderness Area where they build a hill fort with a defensive trench and wooden palisade. AND a working trebuchet with which to hurl heavy stuff (including compact cars) at attackers. They'll eventually meet the Mutant Cows and Mutant Coyotes and, after much exchange of gifts and signing of treaties, form a mutual defense force. The Rennies must, of course, completely end the eating of beef in their fort. Otherwise, the Mutant Cows would have had to learn to eat people just to keep things in perspective for the Mutant Coyotes.

Rich survivors fleeing - are a potential source of loot to unscrupulous characters and Badguys after having to flee their homes when the Squatters turned up and turned them out into the cold, cruel world. Weapons can be just about anything that money can buy unless it got left behind. Cars tend to be either minivans or way cool sports cars or gigantic sedans and luxury cars. These folks might be willing to share some of their stuff if the characters help them get it back from the Squatters.

Rich Folks

Norm

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

Qualities: Contacts (Neighbors) 2, Contacts (Coworkers) 2, Contacts (Friends/Hobbyists) 2, Resources 3+

Drawbacks: Honorable 1, Covetous (Money, Severe), Covetous (Success, Severe), Obsession (Only the Best, Severe)

Skills: Drive (Car) 2, Bureaucracy 5, Craft/Fine Art/Other (job skill) 4, Craft/Fine Art/Other (hobby) 4, Computer 3, Swimming 2, Notice 3, Sports/Movie/SitCom/Soap Opera Trivia 3, Brawling 2, Dodge 2, Gun (choose) 1, Hand Weapon (club) 1

Gear: Multiple REALLY nice cars, palatial RVs, spouse, 2.5 children, purebred dog, tons of loot piled into You-Haul-It rental trailers

Feds and G-Men

Highway Patrol - A group of patrol cars filled with State Troopers have driven through the quarantine roadblock to investigate the situation in Muleton. These are square-jawed no-neck guys with severe haircuts and giant biceps wearing flak jackets and armed with large caliber pistols and large caliber shotguns. They won't write any tickets due to the state of martial law. They have a supply of hangman's nooses in the trunks of their patrol cars.

Highway Patrolperson Stats:

Norm

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

Qualities: Contacts (Law Enforcement) 4 (will fight alongside), Nerves of Steel, Situational Awareness, Hard to Kill 3, Resistance (Fatigue) 2

Drawbacks: Obsession (Uphold the law) 1, Honorable 1, Subject to Orders, Adversary 2 (Criminals), Honorable 2, Humorless 1

Skills: Brawling 2, Bureaucracy 2, Drive (Car) 3, Guns (Handgun) 3, Guns (Shotgun) 3, Hand Weapon (Club) 3, Intimidation 3, Notice 3, Questioning 3, Smoothtalking 2, Research/Investigation 3

Gear: Service Pistol, Pump Shotgun (12-gauge), Night Stick/Cosh/Tonfa, Kevlar Vest, Police Car (Sedan, 4 years old, 59,000 miles on the odometer), lynching supplies

New Drawback:

Subject to Orders - 2 point Drawback. The character is subject to following the commands of higher ranked personnel. There is little the character can do to change this. All orders must be obeyed to the best of the character's ability.

Or

Use the Police Officer Archetype from the AFMBE rulebook p. 74. These work well for State Troopers, Texas Rangers, or other law enforcing badasses.

National Guard patrol - An armored personnel carrier, 2 deuce-and-a-half trucks carrying troops and supplies, and four Hum-Vees have crossed the quarantine roadblock to scout out the area. These guys are armed to the teeth with machineguns, grenades, rocket launchers, flame-throwers, etc. Anyone stupid enough to attack them deserves what they get, which will just about always be death. Unless they get captured alive, in which case they'll be hanged as looters or Communists or something.

National Guard deserters - 1d6 X 1d6 guys have decided that \$1.65 an hour isn't enough to get eaten by Zombies or shot by local hillbillies, so they've decided to light out for the hills and try to either (a) get home, or (b) find a nice resort full of exotic babes to start a colony of their own. They'll be heavily armed (machine guns, grenades, night vision, flak jackets, etc. and will most likely have a sturdy ride (Deuce and a half truck, Hum-Vee, Armored Personnel Carrier, or Tank or maybe even a troop helicopter (Blackhawk or Sea King or something like that). They aren't necessarily hostile, but they are desperate and won't take kindly to local yokels asking a lot of personal questions. They will assist on 1-3 on 1D6 if the situation is desperate. Hey, they may be deserters, but they're not the kind of folks that sit around eating MREs while Zombies chow down on a bus full of paraplegic babies and their deaf nursemaids.

Army Sterilization Squad - as above, but heavy on the flame-throwers. The Sterilization Squad is out to scrub some Zombies and looters and Communists and so on.

Army deserters - just like National Guard deserters, except that all groups of Army deserters have one guy named Tex, one guy from Chicago named Winowski, and a gawky young soldier from the cornfields of Nebraska who stutters a lot and gets crazy after his best buddy (the guy from Chicago) gets killed and then gets killed himself. This should be a good indication to the characters that things are getting out of control outside of Muleton in the real world.

National Guard, Army

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

Life Points 39 Speed 12 Essence 16

Qualities: Hard to Kill 3, Contact (Military) 4 (will actively assist)

Drawbacks: Subject to Orders 2, Adversaries (Zombies) 2, Honorable 3 (Uniform Code of Military Justice)

Skills: Brawling 3, Climbing 2, Demolitions 1, Dodge 2, Drive (Truck, Jeep, Tank, or APC) 2, First Aid 1, Gun (Assault Rifle) 3, Gun (Handgun) 1, Heavy Weapon (Grenade Launcher) 2, Hand Weapon (Knife/Bayonet) 2, Stealth 2, Survival (Forest) 2, Swimming 2, One Additional Skill 2 (or +2 to skill(s) listed above)

Gear: ALICE pack and other Load Bearing Gear, Battle Dress Uniform/Camouflage fatigues, compass, 3 MREs, flashlight, M4 5.56mm Carbine with M203 underbarrel Grenade Launcher, 10 30-round magazines for M4, 10 40mm grenades for M203 (HE), Class IV torso armor, Class III helmet

New Drawback:

Subject to Orders - 2 point Drawback. The character is subject to following the commands of higher ranked personnel. There is little the character can do to change this. All orders must be obeyed to the best of the character's ability. Refusing

to do this changes this Drawback to Adversary - Military and it becomes a 2 to 4 point Disadvantage.

Or

Use the Soldier/SWAT archetype from the AFMBE rulebook, p. 78. These guys work well for Special Ops or Marines and various other military badasses.

Counter Intuitive Agency Field Team - Agents Moldy and Sculler are out and about to investigate the cause of the Zombie Massacre. They bluffed their way through the quarantine roadblock and are currently driving around in a nondescript unmarked navy blue sedan with **US GOVT. EXEMPT** license plates. They'll grill anyone they can to see who knows what.

Agent Moldy is much friendlier than Sculler and likes to eat apple pies. Agent Sculler is VERY professional and doesn't believe in the Zombies that just attacked their sedan and ate her cell phone. She thinks there has to be a very logical explanation for this that involves mass hysteria, the planet Venus, and swamp gas.

Agent Moldy, CIA Investigator, Survivor

Attributes Str: 2 Dex: 3 Con: 3 Int: 4 Per: 4 Wil: 4

Qualities: Nerves of Steel, Fast Reaction Time, Contacts (CIA) 3 (will assist), Hard to Kill 4, Situational Awareness, Resistance (Fatigue) 4, Attractiveness 4

Drawbacks: Subject to Orders 2, Minority - Believes in the Supernatural, Emotional Problem (Fear of Rejection), Covetous (Supernatural Discovery) 2

Skills: Bureaucracy 3, Computers 3, Computer Programming 2, Drive (Car) 2, Electronics 3, Gun (Handgun) 3, Science (General) 2, Humanities (History) 3, Fine Arts (UFO lore) 4, Brawling 2, Investigation/Research 3, Questioning 3, Notice 4
Gear: Navy blue trench coat (Class IIa concealed armor), plain blue suit, Browning 9mm automatic pistol, 4 clips, cell phone

Agent Sculler, CIA Investigatrix, Survivor

Attributes Str: 3 Dex: 3 Con: 3 Int: 4 Per: 4 Wil: 3

Qualities: Nerves of Steel, Fast Reaction Time, Contacts (CIA) 3 (will assist), Hard to Kill 4, Situational Awareness, Resistance (Fatigue) 4, Attractiveness 4

Drawbacks: Subject to Orders 2, Humorless 1, Emotional Problem (Fear of Rejection) 2, Covetous (Scientific Discovery) 2

Skills: Bureaucracy 3, Computers 3, Drive (Car) 2, Gun (Handgun) 3, Science (General) 3, Humanities (Law) 3, Medicine 4, Brawling 2, Investigation/Research 3, Questioning 3, Notice 4

Gear: Navy blue trench coat (Class IIa concealed armor), plain blue pant suit, Browning 9mm automatic pistol, 4 clips, cell phone

(Yes, she could be wearing a tee-shirt under the trench coat that says "All This And Brains Too.")

***Agents Moldy and Sculler can be encountered multiple times unless the Zombies eat them. In that case, the characters will find two Zombies in very expensive bulletproof trench coats trying to discover why living humans are so tasty. Zombie Sculler won't really believe that humans can be very tasty, but eventually realizes that the Truth Is Out There hiding in a fortified farmhouse and that the Truth tastes like porkchops.**

The Agents, will of course, Reanimate as **Super Intelligent Tough Guy Zombies** (add all **Intelligence Zombie Features** from the AFMBE rulebook, at the highest levels, and adjust Power accordingly) if the Zombies get 'em.

Bad Guys

Warriors of the Wasteland - The WoW Motorcycle Club spent entirely too much time watching post-Apocalyptic antipodean epics in the days of their fragile youth. Now they tend to scream and yell a lot and ride around looking for "that fat tank of gas." No, they're not talking about the Warriors of the Waistband, but the two groups could learn a lot from each other. The WoW are armed with a variety of knives and clubs and wrist crossbows (treat as thrown knife).

Big Bad Biker Mama raid - Yes, it's that time of the lunar month and the Big Bad Biker Mamas are making a raid-er, I mean, a supply run. They are armed with small caliber rifles, large caliber pistols, and Lorena Bobbit Limited Edition Cutlery Sets (real titanium steel - will slice through a lead pipe just like a pen-er, um, pencil!) Just be polite and understanding, and stay outta the way if you don't want to loose your pencil.

Biker Army - Onlookers will think the entire Sturgis Rally crowd just moved into town *en masse*. The roar of their bikes can be heard for at least a mile. There are hundreds of these nice folks, although they're scattered out so that no more than a mere 1D100 will be encountered at any one time. They'll be willing to let any suitably bad ass characters join up unless they're driving a minivan or a moped. Bikers are armed with a various of large and small caliber guns, clubs, chainsaws, sledge hammers, machetes, and blood pressure machines.

At least one group will loot the Rollingoakfieldplace Mall...

Evil Biker or B³M

Survivor

Attributes Str: 5 Dex: 4 Con: 4 Int: 3 Per: 3 Wil: 3

Qualities: Fast Reaction Time, Situational Awareness, Hard to Kill 5, Nerves of Steel, Contacts (Bikers) 3 (will assist)

Drawbacks: Cruel 1, Reckless 2, Delusions (People are Prey, Only the Strong Survive) 2, Addiction (Habitual Smoking) 1, Addiction (Heavy Drinking) 2, Honorable 1, Minority (Bikers) 1

Skills: Drive (Motorcycle) 3, Lockpicking (Mechanical) 2, Streetwise 2, Surveillance 2, Weight Lifting 3, Intimidation 3, Dodge 2, Notice 3, Mechanic 2, Gun (Handgun) 4, Brawling 5, Stealth 2, Gun (Shotgun) 3

Gear: Customized hog (i.e. Big fast motorcycle), large-caliber pistol, 48 rounds of ammo, 12-gauge pump shotgun, 25 rounds of ammo, tattered leather jacket, steel-toed boots, lockpicks, big knife, bandana, tattoos

Not-Evil Biker or B³M

Survivor

Attributes Str: 5 Dex: 4 Con: 4 Int: 3 Per: 3 Wil: 3

Qualities: Fast Reaction Time, Situational Awareness, Hard to Kill 5, Nerves of Steel, Contacts (Bikers) 3 (will assist)

Drawbacks: Reckless 2, Delusions (People are Sheep) 2, Addiction (Habitual Smoking) 1, Addiction (Heavy Drinking) 2, Honorable 2, Minority (Bikers) 1

Skills: Drive (Motorcycle) 3, Drive (Car) 2, Streetwise 2, Surveillance 2, Weight Lifting 3, Intimidation 3, Dodge 2, Notice 3, Mechanic 2, Gun (Handgun) 4, Brawling 5, Stealth 2, Gun (Shotgun) 3

Gear: Customized hog (i.e. Big fast motorcycle), large-caliber pistol, 48 rounds of ammo, 12-gauge pump shotgun, 25 rounds of ammo, tattered leather jacket, steel-toed boots, lockpicks, big knife, bandana, tattoos

OR

Use the Biker Archetype from the AFMBE rulebook, p. 69.

Warriors of the Wasteland

Norm

Attributes: Str 3 Dex 3 Con 2 Int 2 Per 3 Wil 1

Qualities: Fast Reflexes 2, Resistance (Fatigue) 3, Hard to Kill 2

Drawbacks: Delusions (We're Post-Apocalyptic Warriors!) 2

Skills: Drive (Motorcycle) 2, Mechanic 2, Hand Weapon (Wrist Crossbow) 3*, Hand Weapon (Knife) 3, Survival (Wasteland) 2, Tracking 2, Stealth 3, Gun (Shotgun) 2, Lockpick (Mechanical) 2, Surveillance 2, Notice 2, Fine Arts (Post-Apocalyptic Movies) 3, Beautician 2 (Specialty - Colorful Mohawks) 4

Gear: Bizarre bike with scary spikes and stuff, studded leather and hockey armor, wrist crossbow and 10 bolts, 2 knives, hair gel and hair dye

Personality: "We are the Ayatollahs of Rockin' Rollas! Nothing can escape! We RULE the Wasteland!"

Quote: "Give us the unleaded gas, the sodas, and the whole gas station, and we'll spare your lives."

*Treat as Thrown Knives for range and damage

Zombie Rights Activists - People for the Ethical Treatment of Zombies (PETZ); this group is composed mostly of very angry and confused students from the University of Muleton who haven't been subjected to too many Zombie attacks...yet. Even then, they'll die trying to understand the obvious mistreatment that has made the Zombies so antisocial and out of touch with their feelings. And even then, they'll fight to the last megaphone shouted indignant rant to protect the rights of their undead charges.

People for the Ethical Treatment of Zombies

Norm

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

Qualities: Contacts (PETZ and other protest groups) 4 (will fight alongside), Hard to Kill 3, Resistance (Pain) 4

Drawbacks: Delusions (Zombies are People Too!) 3, Zealot (Protect Zombies!)

Skills: Storytelling (Rabble Rousing) 4, Drive (Minibus) 2, Beautician 2, Science (Biology) 2, Science (Anthropology) 2, Craft (Make Protect Placards and Banners) 3, Humanities (Political Science) 3, Humanities (History) 3, Hagglng 2, Bureaucracy 2, First Aid 2, Weapon (Club/Placard) 2, Thrown Weapon (bottles) 3, Research/Investigation 2, Singing 2 (Specialty - Protest Songs) 4

Gear: Banner and placard (Zombies are Human Too!, Give Undeath a Chance!), grungy protest clothes, megaphone, sack of bottles and rocks to throw at other folks

Flat Earth Society and Friends - Ol' Gormley's got his buddies all stirred up and they're out to hassle anyone who believes in Zombies, that the Earth is round, that people landed on the moon, and/or that UFOs are not real. Members of the Flat Earth Society do NOT believe in Zombies. Strangely enough, the Zombies don't seem to believe in the Flat Earthers and their buddies from the hospital either, so they ignore them completely.

Flat Earth Society Member

Norm

Attributes Str: 2 Dex: 1 Con: 2 Int: 3 Per:3 Wil: 3

Qualities: Contacts (Other Old Folks) 2, Contacts (Flat Earthers and Mental Patients) 4 (will fight alongside), Hard to Kill 2, Resistance (Alcohol) 1

Drawbacks: Delusions (Prejudice - non-Flat-Earthers) 2, Delusions (The Earth is FLAT!) 3, Impaired senses (Hearing) 2, Old and Feeble* 1, Easy to Kill**2

Skills: Craft (sewing or whittling or carving) 4, Drive (Car) 1, Beautician 2 (either comb-over or Big Hair), Myth & Legend (Flat Earth) 3, Myth & Legend (UFOlogy) 3, Humanities (Political Science) 2, Science (Geology) 2, Science (Geography) 2, Humanities (History) 3, Hagglng 2, Bureaucracy 2, Storytelling 3, First Aid 2, Weapon (Golf Club or Cane) 2, Hand Weapon (Slingshot) 4

Gear: Walker or cane, house coat, slippers, medication, golf club, Med-Alert Bracelet, slingshot, bag of marbles

* **Old and Feeble**, 2 point Drawback: Movement is reduced by ½ due to old age

****Easy to Kill** - 1 to 5 point Physical Drawback: Characters with this drawback are extremely fragile and subject to physical injury. Each level of Easy to Kill subtracts 3 Life Points from the character's Pool. Additionally, each level subtracts 1(-1) from Survival Tests. This drawback is most appropriate for the very old, very sick, or very young.

Mental Hospital Escapee

Norm

Attributes Str 3 Dex 3 Con 2 Int 2 Per 3 Wil 1

Qualities: Fast Reflexes, Situational Awareness, Hard to Kill 4, Resistance (Fatigue) 4

Drawbacks: Obsession (pick one or two) 2, Delusions (pick some) 3, Emotional Problems 3 (pick some)

Skills: Craft (making bracelets or keychains) 3, Survival (Urban) 3, Notice 3, Stealth 3, Brawling 4, Dancing 2, Fine Arts (Daytime Television Trivia) 4, Surveillance 3, Thrown Weapon (Bag) 5

Gear: Duffel bag, garbage bag of fouled diapers (Poopy Bombs*), white hospital pajamas, slippers, hospital ID bracelets, funny hats

*Poopy bombs hurled by the former inmates who were freed by their Flat Earth brethren should be treated as contact with a Stinky Zombie.

Satanic Drug-using Communist Ecoterrorists - This secretive cult meets on nights of the new moon deep in the Dead Wood, to worship the Flair Witch, venerate the Mass Murderer's Ghost, discuss the good of the collective over the good of the individual, and to, of course, do heavy drugs and worship Satan (or Stan, maybe - they're pretty messed up on various recreational chemicals, so it's hard to understand what they say).

Norm

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

Qualities: Contacts (Other cultists) 4 (Fanatic Loyalty), Hard to Kill 2

Drawbacks: Adversary 2 (Non-Cultists), Cruel 2, Delusions 2 (Civilization must be destroyed), Paranoid 2, Addiction 3 (Habitual hard drug use)

Skills: Stealth 2, Surveillance 2, Computers 1, Dodge 2, Brawling 3, Science (Ecology) 2, Science (Pharmaceuticals) 2, Myth & Legend (Cult) 4, Hand Weapon (Club) 3, Running (Dash) 2, Humanities (Political Science) 3 (Specialty - Marxist Communism) 5, Notice 3 Questioning 2, Rituals (Cult) 2, Theology (Cult) 2, Craft (Monkeywrenching*) 4

Gear: Black robes, combat fatigues, army boots, club, book of mystical symbols, copy of *Das Kapital*

***Monkeywrenching** - the deliberate disabling and/or destruction of logging equipment and vehicles, and the implanting of other nefarious devices to foil the evil schemes of those who would ravage the Good Earth.

ADVENTURE SEEDS

All characters in this scenario should be Norms. Survivors and/or Inspired could, of course, be allowed at the Zombie Master's discretion. Sadistic Zombie Masters could inflict Sub-norm status on cast members, but that'd be just plain mean.

RECOMMENDED ARCHETYPES

AFMBE Archetypes

- Reporter
- Scientist (modification - State Agricultural Commission Field Inspector)
- Video Store Clerk
- Beautician (AFMBE website)
- Alcoholic Party Clown (AFMBE website)

Ordog Effect Archetypes

- Regular Joe/Jane
- Redneck
- Soccer Mom
- Barfly/Lounge Lizard
- Rural Deputy Sheriff

Massacre at Muleton Archetypes

- City Slicker
- Redneck/Hick
- Manual Laborer
- Hillbilly
- Historical Re-enactor
- Law Dog

- Teenager
- Kid

There are a bazillion other NORM archetypes out there on the web and on AFMBE official sites and in official AFMBE demo packs. Any archetypes that reflect daily life in small town America should be appropriate.

Scenarios, Adventure Seeds, Campaigns, etc.

1. Teenage Slumber Party Zombie Massacre

Ah, the end of the school year and the beginning of SUMMER BREAKS!!! WOOHOO!!!! This year's unofficial Soggy Daisy High School End of the Year Party takes place in a vacant lot in Happy Valley Estates next door to the Devers family home (mainly because Mr. and Mrs. Devers are foolishly on vacation in Haiti), the night lit only by the illegal fires of the party goers,

Setup

The players should determine who plays which victim-er, I mean teen. Either Kellie Devers (this year's Prom Queen) and/or Tommy Flint (this year's Prom Queen) is the hapless extra that will need to be rescued from the living dead. The cast members should use the Teen Archetypes from this Deadworld, not the Survivor/Inspired jocks, cheerleaders, and Goths from the AFMBE rulebook.

Scattered around the beach are the following NPCs and available characters: Jocks - 14 (2 available as cast members), Cheerleaders - 10 (2 available as cast members), Cool Kids - 43 (as many cast members as needed), Nerds/Gaming Geeks - 8 (4 available as cast members*), Punk Rockers - 10 (2 available as cast members), Goth Girls - 5 (2 available as cast members), Goody-Two-Shoes - 7 (as many cast members as needed).

*If anyone picks a Nerd/Gaming Geek character, one player will actually get the Loner named Phillip Frobes, a real basket case, and the only teen with a gun (but don't tell the player this until/unless they select a Nerd/Gaming Geek cast member)

There should be a core of at least 4-6 cast members, with the remaining extras to provide gut-wrenching, horrific canon fodder. Note that none of these cast members have any real combat training, and any attempts to pull the entire group of partygoers together will fail the first time someone gets seriously injured or killed by being ripped to shreds.

Setting

The barren Happy Valley Estates on the northern outskirts of Muleton. The only structure within two miles of vacant lots is the Devers family home. It is currently a wreck of split bags of chips, spilled soft drinks, and half-eaten pizzas. If one were to focus on the 1950's "B" movie aspect, that'd be it. If one were to focus on modern "B" movie concepts, there would probably be alcohol (which could be used for making improvised firebombs) and other "bad things" around. If the ZM is going for more of the harsh reality of the here and now, at least one other cast member probably has a gun available at least in their car.

Scenes

Party in full swing; punkers dancing around their bonfire while the goths look on in total detached

boredom, headbangers banging their hangs and playing air guitars, skate rats running riot in the empty streets. Beach volleyball (using construction sand in a lot across the street), frisbi, and touch football being played by the jocks, cheerleaders, and cool kids. The nerds are in the Devers' basement playing Caves and Cavaliers. The Goody-Two-Shoes are trying to clean up the mess in and around the Devers residence.

Screams of alarm from down the street, followed quickly by a flood of panicked teenagers fleeing from the zombies approaching down the middle of the road. Unknown to anyone else, there are more zombies approaching from just about everyone else as well. These are a mixture of **Dr. Hackula Zombies** and **Regular Joe Zombies** that are just moving in the same direction because each group dimly thinks the other knows where it is going.

Possible Goals

- Escape into town on foot- it's five miles to the nearest sign of civilization - a gas and convenience store that has already been overrun by the zombies. The cars at the Devers placed have either been smashed and overturned by the Zombies, or have a 1D3 Zombies lurking around each car. Two miles past that is Venice Beach Island Estates, itself quickly becoming a war zone between the living and the dead. · Save the Prom Queen and/or King.
- Kill the 37 or so zombies in the immediate area and any new ones that have been created.
- Try to reach another home. hopefully one with a functioning car and/or weapons, and escape. I'd suggest putting the nearest working vehicle no closer than two or three miles. Most of the homes are vacant this weekend. Occupied homes are all under siege by groups of mixed **Dr. Hackula** and **Regular Joe Zombies**.
- Head for town and try to flag down a passing car (the driver of which might or might now think the cast member is a zombie).

Complications

- It'll be at least three or four days until a military unit rolls through the area. They'll be more interested in a little unauthorized inventory and requisition (i.e. looting) than taking care of a bunch of snot-nosed kids. Only the Prom Queen, the cheerleaders and maybe the goth or headbanger chicks have a chance of getting a ride. If any male cast members crack down and cry like little sissy girly boys, the soldiers will shoot a few zombies out of pity and guilt, then drive away with everything they can carry off.
- Barricading a house or basement just results in delaying the inevitable. After a few days at most, any survivors will be running out of food and getting desperate.
- Someone (a male cast member) manages to flag down a car only to find it contains lonely looney Mrs. Hicks, the mayor's wife. She's half drunk, mad at Mayor Hicks for keepin' time with his administrative assistant, and looking to score. She won't believe in Zombies until one actually attacks her, at which point she'll panic completely, then start shooting at anything that moves until or unless she is disarmed by one or more cast members.

Kellie Devers, the Prom Queen, Captain of the Cheerleader Squad

Norm

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

Qualities: Contacts (Peers, buds) 2, Attractiveness 5, Resources (1) (from generous parents), Resistance to Fatigue 4

Drawbacks: Emotional Problem (Fear of Rejection) 1, Covetous (Peer status) 1, Obsession (appearance) 2, Teenager (includes Reckless and Fast Reaction Time)

Skills: Drive (car) - 1, Acrobatics - 4, Sport (Beach volleyball) 1, Smooth Talking 2, Running (Dash) 2, Beautician 3, Seduction 3, Dancing 2, Cheating 1, Dodge 2, Hagglng 2 (Specialty - Parents - 4), Fine Arts (Pop Culture) 2

Guy Indian Zombies from the desecrated Indian Cemetery burst through the doors and windows to play Cowboys and Indians again.

4. **HOLD THE LINE!** - The cast members are either local law dogs or civilians who have been "drafted" into the *ad-hoc* Muleton Municipal Militia. They must hold the hospital at all costs. If any of the cast members bother to check inside the hospital, they'll find out they're fighting a delaying action against various Zombies while the City Council loots the pharmacy for medical supplies and drugs before fleeing town. The only thing going for the cast members is that they have each been issued an M-16 assault rifle, 60 rounds of 5.56mm NATO ammo (three 20-round clips), and a cool white armband to distinguish them from mere mortals.

5. **Last Stand at the OkieDokie Corral with Wild Bill Hitchcock** - the cast members find themselves trapped wwith Wild Bill and Doc Duncan at their places of business just as Zombies overrun the Rollingoakfieldplace Shopping Mall. Most of these Zombies will be Tough Guy Indian Zombies who have just finished wiping out just about everyone at the Country Club. As their victims resurrect, a horde of Regular Joe Zombies will flood south out of the Country Club and head for Downtown. It'll take them until Week 3 to reach Downtown and eat the PETZ protesters. In the meanwhile, Wild Bill and Doc Duncan will try to arm and organize anyone still alive into a posse to head out and kill some Zombies in the immediate area and to secure vehicles, food, water, fuel, supplies, ammo, weapons, etc. Any cast member without a firearm will be provided one by Doc or Wild Bill (either a single-action Cowboy-style revolver, .44 or .45 caliber; or a .30-30 lever action repeating rifle; 50 bullets for a pistol, 20 bullets for a rifle).

6. **Bob and Frank Strike Back** - Join the Redneck Mob! YEEEEHAWWWW! The cast members are either local Rednecks or have just been swept up in the horde of yipping and yowling locals who are out to kill Zombies and other varmints. A little looting isn't out of the question either. A caravan of pickup trucks, jeeps, tow trucks, and various scratch-built off-road vehicles begins the attack on the Zombies outside **Bob and Frank's Taxidermy** shop on the highway, then head east toward the lake, skirting Downtown. Then they'll turn north to loot Bunnyrun Junction. Anyone participating in the mob will be expected to get liquored up and at just about everything, dead or alive. Failure to do so will result in either 1) the cast member(s) is thrown out or chased away; or 2) shot for obviously being a sissy or, worse, a Commie infiltrator.

7. **Bob and Frank Strike Back II - Gormley's Revenge** - Old Man Gormley has had enough of the screaming Rednecks disturbing his rantings and ravings. He gathers up a mob of old folks and escaped mental patients and sets out after the Redneck Horde to get his revenge on the "Round Earthers". Characters can include aged Survivors from the veteran's post across the street from the Joyfield Retirement Community. Remember that since Flat Earthers don't believe in Zombies, the Zombies don't believe in the Flat Earthers, and the two groups ignore each other.

8. **This Flat Earth** - late Post-Rise - Gormley leads his aging mob and their mentally-challenged friends on a neo-Luddite rampage to destroy any technology in Muleton after the nuclear strike by the Air Farce on Day 60 (the Flat Earthers and their friends begin hiding in the Abandoned Copper Mines around Day 50 and thus survive the nuclear explosion). The Zombies are mostly rotted away and most other folks have long since either died or fled. Mutant Cows are openly making Crop Circles in the fields outside of town (see below) and Mutant Coyotes are beginning to learn to play poker (they learned from their Mutant Dog packmates). Eventually Gormley's horde will meet with the ultimate Back-to-the-Paster, the Flair Witch. Under her dreadful and evil care, the Flat Earthers will move into the Abandoned Copper Mines (see below).

9. Parasol Strike Force Charlie Foxtrot - If the Zombie Master wants a little more firepower, the cast members could be members of Parasol Corporation Special Operations (i.e. Survivor Archetypes). Strike Force **Charlie Foxtrot*** are parachuted into Muleton sometime during week one to secure the Abandoned Factory. Their briefing won't say anything about Zombies. The team will be expecting a training mission (this really *is* due to a mistake made by a completely incompetent administrative assistant whose primary qualifications consist of a large pair of boo-,er, ah, assets).

The twist: some of the cast members' magazines are loaded with live ammunition, others with blanks. No one knows until they start firing. **Note:** if multiple cast members are firing on full auto at the same target, they may be unaware that some of them are firing blanks. These are *special* training blanks and are completely identical to live ammunition (Simunitions). Each time a cast member loads a clip, they have a 50/50 chance of the clip being loaded with blanks. Each cast member is also carrying 6 "high explosive" grenades, but these are mislabeled (Parasol Corp. didn't start losing money because of their high standards of quality). The grenades are actually CS (tear gas) grenades. The cast members' gas masks are actually dust/paint fume filter respirators and won't work to filter the gas. Oh, and the radios' batteries all bleed out and wreck the devices on the second day of the mission. There is no evac planned, as there were no orders or instructions provided to the flight crew. They're at home watching television. Something about rioting in Muleton. Everyone in the Parasol offices will be busy at the big company picnic, so there won't be anyone around to answer the phone if the cast members try to call in using Ma Belle.

If by some chance the cast members have managed to hold the factory long enough, they'll be caught in the artillery barrage on Day 13.

*If you don't know what a mission is when it becomes classified as a *Charlie Foxtrot*, ask a member of the U.S. armed forces. This mission is *definitely* a *Charlie Foxtrot*.

10. All Scientists and Brainiacs, Attack! - The cast members are employees of Muleton University and the Agricultural Commissioner's Office. They are holed up in the labs on the Muleton University Campus trying to find a cure for the Zombie wasting sickness and/or develop Anti-Zombie Weapon Systems. For the first 20 days or so, the cast members must secure their buildings and labs, fight off Zombies and rampaging college kids, and try in their spare time to get food and water and actually get some work done. Then, during the third week when the big PETZ takes place, the PETZ protesters attack the laboratories with their placards! It's up to the scientists to improvise weapons and defend their research and Zombie specimens from the protesters! Just when the things seem hopeless, bazillions of Zombies pour onto the campus to attack the protesters. Now all the cast members have to do is survive their Zombie saviors.

SEEDS OF THE FUTURE

After the Zombies are rotted away, the mutant critters and Mole People will inherit the Earth. A truly cruel Zombie Master could have a cast member or cast members get caught in a refrigerator and freeze solid or fall into a hole and hit their head and wake up centuries later in the post-apocalyptic future.

The Mutant Cows will regard the mystical and mythological HooOOOooman(s) as saviors who will teach them to fight the Mole People. The Mutant Coyotes will constantly pester the ManPeople(s) to come and play.

At some point, the cast member(s) will be confronted by the partially exposed Giant Bronze Statues of Town Founder Eustice M. Fritzwater, Sr. and Pallydoggie, Eustice's faithful mule. Both are on the edge of a lake protruding from the muddy shoreline (but not very far, as the Fritzwater Statue is only about twenty feet tall). The first cast member who drops to his or her knees and pounds the mud and cries out "You *maniacs!* You blew it all up! God damn you! God damn you all to *Heeeeeeeeeee!*" (or whatever C. Heston cried out in "Planet of the Apes") will be struck by a bolt of green lightning from the sky (it is the Alien Cow-oids arriving at last) and be transformed into a Superhuman Being of Incredible Abilities in order to battle the Mole People and the Flair Witch. Any other cast member(s) will be transformed into Almost-As-Powerful Sidekicks for the Mutant Cows' HeeeeeEEEEEEero.

Together, the HoooOOOOooooomans, Mutant Cows, and Mutant Coyotes must battle the Mole People and the Flair Witch for possession of the Pasturezone on the edge of the Wastelands.

Mutant Coyotes

Str 2 Dex 4 Con 2 Per 4 Int 2 Wil 2 Speed 22 (42 on all fours) Essence 14

Skills: Tracking 3, Notice 2, Biting 3, Humanities: Tea Parties 3

Qualities/Drawbacks: Atavism*, Carnivore*, Clown, Hard to Kill 3, Fast Reaction Speed

*Terra Primate RPG by Eden Studios, Inc.

Mutant coyotes are mostly party animals (pun intended). They'd rather run and play and chase mice than build things. They have legends of humans and will wonder if the humans are bringing them better doggy biscuits and chew toys. They speak a debased form of English laced with curses, misused adjectives and adverbs, and a smattering of foreign loan words. When they get overly excited they tend to revert to "Bite it, pi\$\$ on it, or f**k it!" mode.

Mutant Cows

Str 4 Dex 2 Con 3 Per 2 Int 5 Wil 3 Speed 18 (38 on all fours) Essence 19

Skills: Notice 4, Craft: Hedge Sculpture 2, Kicking and Goring 2, Singing 3

Qualities/Drawbacks: Acute Senses (Olfactory), Honorable (2)

Mutant cows are the current rulers of the surface of the Earth. They've excavated much of Muleton and are studying the fossilized remains of its former inhabitants. They look on the mutant coyotes as unruly children and also make sure to have a few extra doggie biscuits when the coyotes come rolling into town for a visit. Mutant cows speak perfect English, and are very cultured and urbane. They know little of organized warfare, however, and will look to any mythological humans as saviors to lead them to victory against the Mole People who occasionally attack their homes at night. In the meanwhile, they make Crop Circles in the hopes that Cows from Other Planets will come to their aid with Ray Guns and Flying War Barns.

Mole People Flat Earther Flair Witch Worshippers

Str 2 Dex 3 Con 3 Per 2 Int 2 Wil 2 Speed 12 Essence 14

Skills: Digging 4, Hand Weapon (Shovel) 2, Theology (Flair Witch) 3

Qualities/Drawbacks: Attractiveness -5, Covetous (Flair Witch's Favor) -2, Hard to Kill 5, Acute Sense (Hearing) The Mole People are arming for war against the Mutant Cows and Mutant Coyotes inhabiting the desert oasis above them. They're driven to conquer the world by the prophesies of the Flair Witch who said they are worth little more than cow crap and dog poo. This obviously means they are meant to inhabit the surface world. Mole People are about 3 to 4 feet tall, tubby, with squinky lil' eyes, big ears, and stubby fingers and toes. They wear the tanned hides of their ancestors as Leather Armor and are busy sharpening their shovels for the Glorious Day when they will emerge to claim the surface again.

Vague Map of Muleton and Environs (just so ya have a vague idea how things are laid out)

Map Use: If any Cast Members try to run off of the map, they'll hit a quarantine blockade sooner or

later. If they're not shot and killed outright, they'll be taken into protective custody and shipped off to a secret human-Alien Grey laboratory in Area 51 where they'll be probed and vivisected to find out why they weren't dead when they were picked up and why they're dead after the vivisection (assuming [no pun intended] that the aggressive Alien anal probing didn't kill them first).

Specific Street and Place Names: If you're at a loss on what to name a place or street, use the following table. Roll once on each column and string the words together as a phrase:

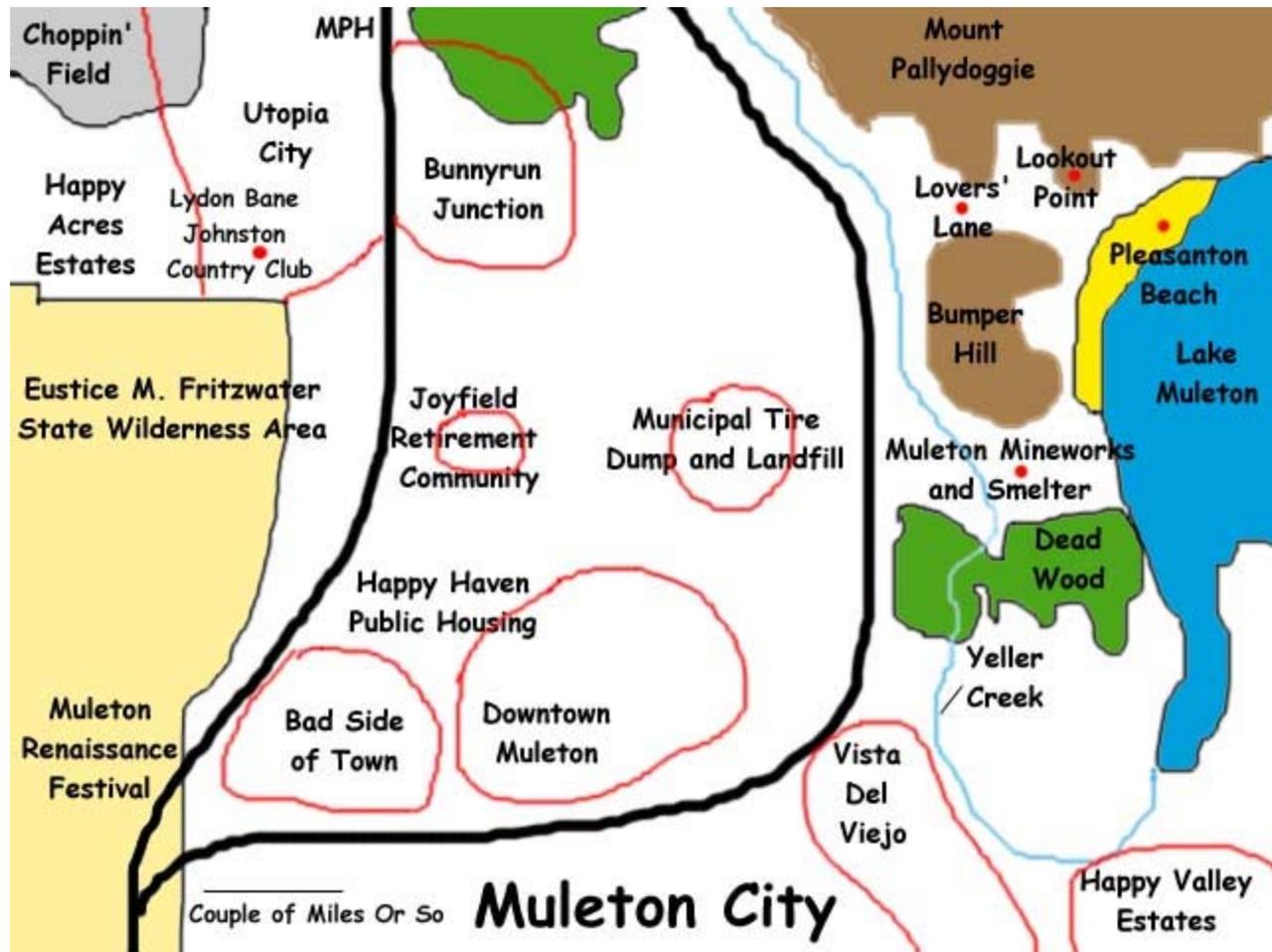
Roll	First Word	Second Word	Third Word
1	Fox	Run	Circle
2	Bunny	Trot	Drive
3	Deer	Path	Lane
4	Country	Place	Court
5	Happy	Acres	Street
6	Heavenly	Field	Road

So, rolling 3D6 you get 2, 5, and 3: Bunny Acres Lane.

For buildings, stores, apartments, etc. just add the appropriate suffix to the phrase. Rolling 3D6 for an apartment complex you get 1, 3, and 4: Fox Path Place Apartments. Rolling 3D6 for a bank branch you get 5, 2 and 5, so Happy Trot Street National Bank.

Easy, eh? And disturbingly suburban.

Be sure and throw in plenty of greenbelts and small parks for picnic areas and playgrounds.



WDR, 2003, eviloverlord668@yahoo.com

Disclaimers, Inspirations, Dedication, and Other Ramblings

Yes, yes, I know there are scary ideas and foul language in this GAME setting. If this bothers you, just repeat to yourself "this is not real, this is not real", then stop reading it and go read something that would give you more enjoyment and self-actualization. Remember, Survival Horror is creepy-scary-cool and isn't suitable for Nicey Happy Super Family Fun Time. That's what Twister and tetherball and cake and pie are for. Oh, and spending time with your children to teach them to take responsibility for their own actions and to tell right from wrong. Otherwise, they'll end up like me. BWHHAHAHAH!!! Sincerely, the Evil Overlord, 668 the Neighbor of the Beast, alias Wild Bill the Mad Bagpiper (no relation to Wild Bill Hitchcock).

Historical note: Wild Bill Hitchcock IS based, however, on a longtime and very good friend of mine, J. Glover, Cherokee Medicine Man and owner of the Old West Trading Post near my home town in North-central Texas.

eMail comments to: eviloverlord668@yahoo.com.

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