

# THE ORDOG EFFECT

## an AFMBE WORLD IN HELL

by WD Robertson,

Original (non-Eden) concepts © 2002-2009, [eviloverlord668@yahoo.com](mailto:eviloverlord668@yahoo.com)

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

### Background

Three years ago a nightmare of apocalyptic proportions began in North America and Europe and rapidly spread throughout the entire world. Only fifteen people knew what was happening, and then it happened to them too. No one else ever discovered why the dead returned to shambling unlife to attack and devour the living. In the beginning, a few enclaves of hastily assembled scientists and doctors tried desperately to understand the phenomenon and find a solution to it. But in the end, there wasn't time.

**Note:** No one alive knows the true story of the "Ordog Effect". The term "Ordog Effect" (i.e. Devil Effect) was the term given to the reanimation of the dead by Russian scientists. The term was seized upon by the media who proceeded to use the term *ad infinitum*, *ad nauseum* in their broadcasts..

The cities emptied into the countryside as terrified citizens worldwide sought safety, shelter, food, and the other necessities of life. Millions starved to death in the first six months. Millions more followed afterwards due to attacks by reanimated corpses, attacks by other survivors, lack of medical care, and countless other reasons. Civilization was doomed.

Three years later, every cities and most towns in the world are inhabited only by the walking dead. During the day the streets are empty. At night, the dead walk the earth. The surviving living humans have hidden themselves away in the wilderness or in well-fortified and well-provisioned settlements. These survivors are learning to copy with the reanimated corpses that most call vampires. But these are not the vampires of myth. They avoid sunlight, but will hunt under the blazing sun when prey is at hand. Garlic and holy water have no effect on the cannibalistic corpses. They cast reflections and do not turn into bats or clouds or myth. And they are definitely not hip, trendy, or darkly moody gothic icons.

The dead have inherited the earth. Only by day do most living humans stand a chance of survival.

### Plague, Famine, and Population Crash

The first reports were bizarre. Beginning on Wednesday, 6 October 2010, groups of what were described as disoriented people in the southeastern United States, England, Italy, Spain and parts of Eastern Europe reportedly began committing acts of murder, mutilation, and cannibalism apparently at random. These attacks invariably occurred at night. In most cases, these groups appeared to remove their victims, leaving behind only blood and hysterical survivors. The attackers were reportedly immune to pain and wounds. The attackers were said to be able to sense the presence of victims that had hidden at their approach. Some survivors claimed to have recognized deceased relatives and friends among the groups of attackers. Each successive night brought more and more reports of these attacks. And each successive night brought word of attacks in more and more places around the world. By 18 October, the first reports of these nocturnal attacks were being reported in Japan, Australia, and the islands of the Pacific.

Then on Monday, 21 October 2010, Black Monday, the killings began to occur in daylight and in public and continued without cease. The groups committing these horrific acts now numbers in the hundreds if not the

thousands. And by that evening, even the most skeptical had to accept that the victims killed by the attackers were soon afterwards joining in the attacks.

Around the world, cities exploded overnight into complete chaos. Looting, vandalism, murder, and rape were the more civilized occurrences in relation to what followed. Arson. Bombings. Political and religious pogroms. Reprisals and counter-reprisals. In too many places, in the darkness and confusion, the human mind turned to genocide and racial warfare. And wherever death occurred, the dead soon rejoined the violence. When the living needed each other the most, when there was still a chance to bring order out of chaos, humanity threw it all away. Civilization began to totter, and crumbled within a week.

When it became apparent that a national catastrophe of unparalleled magnitude was in the making, federal and state governments attempted to deploy roadblocks and checkpoints to stem the tide of chaos. The federal government declared martial law and instituted dusk-to-dawn shoot-on-sight curfews. Industry ground to a halt, followed by the economy. Local governments disappeared overnight. The federal government managed to retain some semblance of control for another month before all attempts at control became meaningless.

Desperate to escape the hordes of the living dead overrunning city after city, most refugees managed to escape into the countryside no matter how draconian the blockades and quarantines were. They went around, traveled cross-country, fought their way out, or were released by troops unwilling to fire on terrified civilians. As contact with higher command broke down, many military units joined the exodus from the cities, escorting and protecting the millions of fleeing civilians as best they could. Then the trouble really started.

**Diary entry, unknown speaker, audio cassette tape:**

"The fight against the dead was a lost cause from the beginning. The minute the cities were abandoned, you guys sealed your fates. Should've tried to keep people there, maybe. Dunno. But when millions of people lit out for the country... Guess most of 'em starved to death the first year. Too many people. Not enough food. No way to transport it. Simple population ecology. Figure more died fighting each other than were killed by the dead guys, at first, at least. At any rate, the numbers of the walking dead swelled into the millions within a few months. After that first winter, not a day went by that I didn't spot them wandering down the highway. By then we'd lost. Anybody smart would've headed for the open seas and found themselves a nice cozy little island to live on."

from "Tank" © 1999, WD Robertson, posted on [www.homepageofthedead.com](http://www.homepageofthedead.com)

Near major highways and urban areas, civilians and military units ranging in number from dozens to thousands began seeking presumably safer areas outside the cities. Such groups seldom traveled coherently and quickly became strung out for distances of several miles or more. Marching discipline was breaking down among military units and was nonexistent among civilian refugees. These trains of fleeing citizens became movable feasts for the growing numbers of the dead. There was no way to enforce proper disposal of bodies in a column of 25,000 civilians and 400 National Guardsmen who were under constant attack by ever larger groups of the undead. And each new corpse that wasn't handled properly added to the terror and chaos.

There was very little food to be had in the countryside. Most small towns and farms were overrun in a matter of weeks, and then starvation set in. Disease was endemic to refugee camps and squatter towns. Dysentery, cholera, typhoid fever became more common than head colds. Simple wounds became gangrenous without access to basic medical care and sanitation. Refugee camps and squatter villages became death traps in relatively short order.

By 4 February 2011, civilian government in the United States had become a memory. Military units, still out of contact with higher authority, tried in vain to hold areas of safety for civilian refugees, but desertion and the constant attacks from the dead hampered any meaningful efforts.

The casualty rate soared, with each victim becoming a reanimated corpse if proper disposal procedures were not followed. And when enough people were sick in a given area, taking care of corpses simply did not happen fast enough to stop outbreaks of the dead from raising the mortality rate even faster. Rural areas along major highways were faced with millions of the walking dead.

Civilization quickly degenerated into a horrible parody of the Dark Ages. Gangs of organized criminals and looters preyed on other gangs with the same savage intensity that they visited upon refugees, surviving enclaves, and loners.

Many survivors headed into the desert and desolate areas of the world, seeking safety in solitude. Others turned to the sea, and settled in floating cities built on the decks of ships and on rafts lashed together to form floating islands. The largest sea settlement still in existence is the U.S. Seventh Fleet, currently anchored off of Galveston Island, Texas. Thousands of commercial and military ships have been converted into a floating city under the jurisdiction of the presumed current President of the United States, Clarence Hemphill, former Deputy Secretary of Housing and Urban Development.

...The arrival at the Rescue Center was like nothing either Bobby or WarMonkey had expected. Offshore, ships were anchored in rows as far out to sea as either of them could see. Freighters, warships, a passenger liner, at least three supertankers. One aircraft carrier's deck was completely covered by a shanty town built of scrap metal and drift wood.

On shore, the helicopter passed over a broad swath of scorched ground, easily two miles wide, every building razed to its foundation, every strip of vegetation burned away. Behind this killing zone was a reinforced rampart of earth, razor wire and deadfalls. Rotting corpses littered the ground. Atop the wall stood sentry towers manned by soldiers. Apparently they had plenty of ammunition to judge from the sporadic crackle of gunfire. Combat Demolition Vehicles and armored tanks were making a foray into the killing zone, utilizing flame throwers and flechette rounds to disperse or destroy groups of dead too numerous for the snipers. The rampart stood against the sea. A flotilla of barges and floating pontoon bridges allowed limited and easily removable access to the island beyond. Along the beaches of the mainland and the island stretched several rows of razorwire barriers. The barriers started about twenty yards inland and extended into the sea to the low tide boundary. Countless corpses were entangled in the barriers, targets for the roving beach patrols of soldiers and militia armed with pikes and axes.

"Welcome to Galveston, fellas," one of the crewmen shouted over the roar of the engine.

WarMonkey was not happy...

from "War of the Dead" © 2003 (sort of – see disclaimer), WD Robertson,  
<http://www.geocities.com/Area51/Vault/9327/main.html>

In many cases, the remnants of the world's military forces were forced to resort to piracy and pillage in order to find enough food and supplies to continue any sort of coherent operations. In the end, all pretense at order and legitimacy disappeared. Anyone willing to kill to survive was more likely to make it than those who did not.

And around the world, the dead congregated by the millions, acting out their former lives in a mindless mimicry until they located living humans and begin the hunt.

Everywhere it is the same: the living dead are relatively weak singly and in small numbers, but packs of the walking corpses can easily overpower a living human. Everywhere it is the same: the human is ripped

apart and eaten by the rapacious dead. And if enough of the victim is left intact along with the brain, they too will reanimate into a mindless monster intent only on devouring the living.

A few areas are rumored to have survived relatively intact due to isolation and draconian refugee control methods. Iceland. New Zealand. Hawaii. Antarctic scientific bases. There have been no verified contacts with any of these areas in the last two years, but that doesn't stop the rumors of promised lands of food and safety.

### **Characters in the Ordog Effect**

Characters in the Ordog Effect Deadworld are a different sort than most. Archetypes tend to blend together into generalist survivalist types that can live off the land. Many will need to be nomadic, at least at first. Even if a character can find a friendly enclave of the living, the mathematics of survival dictate that the character have a useful skill or skills that will justify the extra food and supplies needed to keep him or her alive. Some characters may decide to gather a group of nomads and develop their own enclave or form their own nomadic tribe. Some may even try to rebuild civilization.

Local leaders tend to be bandit kings living in barbaric splendor (think of the stereotype Mongol warlord with silks, furs, gold, gems, harem girls, and CD players). These people are local Strong Men and are not often given to silliness like mercy or even logic. Altruism has pretty much gone the way of the dodo bird.

### **Skills**

The following skills and highly recommended for new and continuing groups of characters and NPCs:

- **Animal Training** (new skill) – ability to train animals to perform functions useful to humans and knowledge of how to care for them. Guard dogs and attack dogs are very popular, as they will attack both the living and the dead on command, and can serve as a backup food source if times get really bad. A horse that won't shy from sudden movements is also a good critter to have around.
- **Archery (new skill)** – use of bows and crossbows. They're less powerful than most hunting rifles, but much quieter, and you can make your own ammunition with the appropriate Craft skill.
- **Climbing** – useful for ascending and descending elevator shafts in darkened cities without power.
- **Craft (Blacksmith)** – worth your weight in ammunition and batteries.
- **Craft (Fletching)** – the ability to make arrows and quarrels for bows and crossbows; I'd even through in the ability to construct both bows and crossbows for the sake of simplicity.
- **Craft (Leatherworking) – Specialty: Saddles** - the ability to make and repair saddle, tack and harness will become more and more important with each passing year.
- **Drive (Bicycle)** – this is way beyond just peddling to the store. This means running a mountain bike at full speed down a debris-strewn street with dozens of zombies trying to grab the rider.
- **First Aid** – requires less skill and fewer supplies than Medicine. No one lives long enough to need heart bypass surgery anymore anyway.
- **Haggling** – in a barter economy, this skill is essential to maximize one's own equipment and keep from getting ripped off by unscrupulous traders.
- **Hunting (New Skill)** – Hunting allows the character to stalk and kill wild game. For the sake of time, assume that small animals like lizards and rabbits and turtles can be acquired by a normal success roll of 9. Deer, sheep, wild cattle, and escaped zoo animals can be acquired on a success roll of 12. This is reflective of the fact that larger animals can run away faster. On the other hand, if you want to play out combat with a deer, go right ahead.
- **Lock Picking (Mechanical)** – for getting into places that have been secured against entry.
- **Mechanic** – the FireRock automotive repair shops are no longer in service, so being able to maintain one's own vehicle is an absolute necessity.
- **Riding** – As parts for motor vehicles become harder and harder to acquire, the trend is to find a good horse (fast) or mule (tough) for transport.

- **Running (both types)** – if your car is disabled and you don't have a horse or a bicycle, put a few points in Running.
- **Storytelling – Specialty: News** – with the demise of telephone systems and the internet, travelers can often find food and shelter among other survivors by bringing news of other survivors and locations.
- **Survival (local area)** – 'nuff said.
- **Survival (urban)** – allows characters to attempt to find food, water, shelter, supplies, parts, etc. in man-made structures and in urban areas.
- **Stealth** – remember, this skill covers not only moving silently, but also maximizing concealment while doing so.
- **Surveillance – Specialty (Stop, Look, Run)** – this specialty concerns the ability to follow bandits, looters, or zombies that are likely to turn up items useful to the survivor.
- **Tracking – Specialty (Hunting) or Specialty (Wilderness)** – being able to follow a trail through the woods or the desert can come in handy whether it is to find game, locate a fleeing enemy, or off another survivor because they have better stuff.
- **Traps – Specialty (Hunting)** – Trapping allows the character to acquire game animals for food and other resources using devices that are armed and left behind then checked later. The simplest version of game trapping requires double-sprung rat traps and can net a bounty of cotton rats, pack rats, and ground squirrels.
- **Unconventional Medicine** – the collapse of civilization has made herbalists and midwives more and more valuable as existing stocks of conventional medicine are used up and conventional doctors and nurses become harder and harder to find.
- **Veterinary Medicine** – used to take care of those horses and dogs that you need to acquire.

### Qualities and Drawbacks

- **Addiction** – addictions to most modern drugs no longer exist, and no one is bothering to make heroin or cocaine anymore. There's just not enough demand for it. If a player wants an addicted character, appropriate addictions would include alcohol (moonshine), tobacco and marijuana (both of which can be grown on a small scale) and hallucinogenic agents acquired from natural sources. An interesting scenario could be built around someone trying to find hallucinogenic 'shrooms while being stalked by zombies. And if the character doesn't have Survival (Forest), they may mistake a "good" 'shroom from a poisonous one...
- **Adversary** – Most typical adversaries have been eaten by now. Current adversaries are more likely to be nomadic tribes (2) and local warlords (3). I guess it's possible to have a 1-point adversary, but where's the fun in that?
- **Cowardly** – a lot of people survived simply by running like hell and staying away from everyone and everything else.
- **Emotional Problems** – very common, especially **Fear of Attachment** and **Depression**. **Survivor Guilt** is another common emotional problem, since very few families have survived intact.
- **Impaired Vision** – it has been a couple of years since anyone bothered to grind new lenses for glasses. Most visually impaired persons are unable to obtain proper glasses, and if nearsighted, their best chance of survival is to stay near someone else with better distance vision.
- **Physical Disabilities** – these are becoming more common as less and less modern medicine is available. Many times, amputation is the only recourse when a wound becomes infected.
- **Recurring Nightmares** - 3 point drawback versions of these are **Flashbacks**, wherein the character loses touch with the present and can actually react to memories.
- **Resistance** – especially to disease, fatigue, environmental exposure, etc.
- **Resources** – paper money is good for toilet paper, and gold coins can be filed into arrowheads. Resources in In For The Long Haul represent a cache or caches of trade goods (preserved food, batteries, ammunition, spare parts, etc.). It can also represent a stronghold or safehouse that has been zombie-proofed and probably fortified against human antagonists as well.

## **Gear:**

Stocks of canned foods will go bad in weeks to months after the beginning of the Ordog Effect. Cans of soup that have been sitting on a shelf for a couple of years are great sources of cheap bioweapons, and might actually explode if thrown hard enough. *Bacillus* spp. is a nasty bad thing to splatter all over someone. More likely, eating spoiled canned food will kill you through dysentery. After all, it's been a long time since anyone could visit a doctor. General health and nutrition levels will be lowered. Remember scurvy? Get ready to plant your own garden, catch your own pigeons, shoot your own deer, or start a farm. Or trade for that sort of thing. Or take it by force.

While you're at it, find a good dog or three. They'll mostly feed themselves, and might be trained to bring back some of what they find. As above, if properly trained they can fight. Most of them will bark at approaching strangers. And you can eat them if times get really bad.

Stocks of gasoline and diesel ran out a long time ago. So did spare parts. Maybe a good mechanic can convert a vehicle to run on home brewed alcohol or methanol. Such a motor will knock and bang badly, and have a generally shortened lifespan. Radiator hoses, fan belts, tires, fuel hoses, etc. will be a limiting factor for continued use of automobiles. Unless you like playing "Road Warriors Versus the Living Dead". Wars could be fought over supplies of fuel and warehouses of spare parts. Additional problems associated with vehicles include finding usable fuel and spare parts, trying to repair vehicles, getting stuck in the mud, roadblocks, road out, floods, remains of wrecks and traffic jams, mile up mile of abandoned vehicles clogging the roads, etc.

## **Getting By**

Most folks abandoned anything that wasn't absolutely necessary for survival a long time ago. And folks that didn't acquire adequate survival gear are now stumbling around trying to kill the living. Additional starting gear is determined as follows.

Roll 1D6 for each category. Rolls can be combined between multiple survivors for **vehicles** (i.e. two survivors can combine their rolls for a vehicle in an attempt to start the game with a better one). Combining rolls is a good way to build party cohesion from the onset of the game. Each level of Survival Gear adds the items above it (i.e. rolling a 2 on the Survival Gear yields water purification tablets; rolling 3 on the Survival Gear yields flashlight with batteries plus the water purification tablets; rolling 4 would give all items in the list and indicate a wealthy survivor). With regard to vehicles, scratch the suggestion above if you don't want your players to have their character's whooping it up around the countryside in an M1 Main Battle Tank. Or give them the tank but remember that there's nothing that says anything about ammunition.

## **Items a survivor will want to accumulate:**

- Fortified/concealed shelter
- Concealed cache(s) for hiding excess supplies
- Rechargeable batteries
- More firearms and ammunition (12 gauge shotguns with open choke being optimum – slugs, buckshot, magnum turkey loads, and flechette rounds)
- Armor
- Supply of parts, lubricants
- Personal hygiene items
- Medicine and first aid supplies
- Luxury items (liquor, cigarettes)
- Solar powdered or hand-cranked generator

**All survivors start with the following gear automatically:**

2 sets of sturdy clothing, winter coat	Mess kit
One club, 2 knives	Whetstone
Rucksack or backpack	Compass
Sleeping bag or survival blanket	Folding shovel, crowbar/prybar
3D6 boxes of waterproof matches	3 days of food and water
1D3 disposable cigarette lighters	1D6 X 1D6 rounds of ammunition for each firearm possessed

**Determine Additional Starting Equipment**

Roll	Weapon	Armor	Food/Water	Vehicle	Survival Gear
1	Hand weapon	Leather	1D3 man-days of preserved food	-	Water purification tablets
2	Light pistol and hand weapon	Leather	1D6 man-days of preserved food	-	Heavy metal flashlight with full batteries
3	Heavy pistol	Leather	1D6+1 man-days of preserved food	-	Extra set of batteries for flashlight
4	Heavy pistol and hand weapon	Leather	2D6 man-days of preserved food	Bicycle (or old horse if Riding skill is possessed)	Water purifier
5	Light rifle	Kevlar jacket with no inserts	1D6 X 2 man-days of preserved food	Junker car or truck (or horse if riding skill is possessed)	Insulated shelter half
6	Life rifle, light pistol	Kevlar jacket with no inserts	1D6 X 3 man-days of preserved food	Decent car or truck	Personal hygiene items
7	Light rifle, heavy pistol	Kevlar jacket with no inserts; steel pot helmet	1D6 X 4 man-days of preserved food	Good car or truck	first aid supplies (bandages, antibiotic ointments, aspirin, etc.)
8	Heavy rifle, light pistol	Kevlar jacket with no inserts; ballistic nylon helmet	1D6 X 5 man-days of preserved food	Excellent car or truck with spare parts	Hand-cranked generator or radio
9	Heavy rifle, heavy pistol	Kevlar jacket with inserts; ballistic nylon helmet	Hidden cache(s) of preserved food – 1D6 X 10 man-days	Van or delivery truck	Water purifier (filters and containers)
10	1D6 + 3 firearms	Kevlar jacket with inserts; ballistic nylon helmet	Hidden cache(s) of preserved food – 1D6 X 20 man-days	Recreational Vehicle	Global Positioning Satellite location/mapping system
11	Assault Rifle, Heavy pistol	Kevlar jacket with inserts; ballistic nylon helmet	Hidden cache(s) of preserved food – 1D6 X 50 man-days	Offroad truck/SUV	Gillie suit (sniper camouflage mantle)

12	Assault Rifle + 3 other firearms	Land Warrior armor	Hidden cache(s) of preserved food – 1D6 X 100 man-days	HumVee squad carrier	Night-vision goggles
13	N/A	N/A	N/A	HumVee cargo carrier	N/A
14	N/A	N/A	N/A	HumVee squad carrier w/ M2HB MG and 1D6 X 100 rounds ammunition	N/A
15	N/A	N/A	N/A	Armored military transport	N/A
16	N/A	N/A	N/A	Armored personnel carrier	N/A
17	N/A	N/A	N/A	Combat Engineering Vehicle	N/A
18	N/A	N/A	N/A	Battle tank	N/A

Pretty much any type of armor, weapon, or equipment described in the AFMBE rulebook is available – after all, the dead don't seem to be interested in them. All that is required is to make the trip to an area (town, city, former refugee camp) where such items might be acquired. Conversely, medieval-style armor is now back in vogue, though riveted chainmail is still hard to find. Non-riveted chainmail (also known as bunted ring chainmail) rips easily as the links are not welded shut. Anyone using this sort of chainmail should keep a pair of pliers handy.

### **Encounters with People, Animals, Zombies, etc.**

In smaller towns and rural areas, encounters will typically be smaller in number for humans but greater in number for animals. For example, packs of coyotes and wild dogs can number from dozens to a hundred or so animals. Fortunately, coyotes are VERY unlikely to be a threat to a healthy and uninjured human. This author has routinely confronted groups of dozens of coyotes during his career as a wildlife biologist and has never once seen a coyote pack demonstrate aggressive behavior no matter how large it is. Wild domestic dogs, on the other hand, are much more dangerous as they have been bred to not fear humans. Elephant seals are bad too, but that's another story/setting.

Encounters with human refugees will peak within one to two months of the time the Ordog Effect becomes accepted by the population as fact. Afterwards, refugee populations will begin to drop steadily due to famine, thirst, and disease. This decline will be accompanied by a corresponding rise in the zombie population.

At the same time, encounters with surviving humans are likely to become more and more dangerous as time goes on due to the decreasing amounts of food, ammunition, medicine and other supplies along with increasing pressure from the growing zombie population. People who are hungry and frightened revert to a tribal mentality, and are much more likely to demonstrate hostility to other "tribes" as modern evidence shows in areas of the world that have experienced breakdowns in government and infrastructure.

Zombies are not just townies and city-slickers. Clusters of zombies can be found in very out of the way places. These loci are the result of groups of refugees who make it into wilderness areas only to wander around until thirst, famine, disease, and the resulting new walking dead decimated these groups completely.

Human encounters in uninhabited rural areas, especially in food-poor environments (i.e. pine forests, tundra, desert) are most likely to be with very small groups. This is because larger groups will rapidly strip

their territory of available resources (i.e. food, animal and plant) in relatively short order and either disperse into smaller groups or starve.

Encounters with zombies in these areas are likewise going to be with smaller numbers. Larger numbers of zombies will gradually disperse, and local terrain and wildlife will begin to reduce the numbers further. One can imagine vultures, dogs, and coyotes taking a heavy toll on slow, uncoordinated corpses that are becoming mired in bogs, trapped in brush thickets, or crippled by falling into ravines. This could, however, present a nasty surprise for characters who are not properly skilled for wilderness exploration.

### **Adventure Seeds and Encounters**

**Adventure Seed:** Characters in a wilderness area seek shelter from a snowstorm or thunderstorm in a cave. Unknown to them, a group of zombies previously fell into the cave through a sinkhole opening a short distance away. The zombies have been crawling around in the dark ever since. Light and sound provided by the characters will attract the dead from the deeper parts of the cave. Not being burdened by feelings of claustrophobia or pain from falls and cuts, the dead will slither out of cracks and fissures too small for anyone without some level of skill in spelunking. Chances are, the dead will take the characters completely by surprise.

**Adventure Seed:** The characters run across a group of crazed survivors who have made it in the wilderness by resorting to cannibalism (everyone remembers that old classic "The Hills Have Eyes", right? Throw in a few zombies and wild dog packs and you've got "Deliverance" with a twist).

**Rural Area:** Deer stand (hard to spot in a tree above the party). Two redneck zombies are lurking overhead ready in their bloody safety orange vests to attack anyone taking a peek inside the deer stand. Just in case anyone is interested, one redneck died of a heart attack, then killed his buddy as his buddy was giving him CPR - they've been stuck up in the deer stand ever since then. A search of the deer stand will yield 2 rifles, 1 handgun, roughly 30 rounds of ammo for each gun, and half a case of hot beer, 1 spotlight with 12 volt battery, two folding chairs, three mildewed porno magazines, and a thermos of coffee that has turned to solid mold – it's not really dangerous or useful, just nasty. Anyone who opens it, however, especially if they pour it out, will be enveloped in a cloud of spores and sneeze and cough for hours afterwards. THEN they'll notice for a week or three that any perishable food they touch perishes even more quickly than normal. It's because of the residual spores, but if the character has no skill in Science (Biology) or Medicine, feel free to encourage them to think it's because they've caught some weird disease..

**Small Town:** A moving van is abandoned in front of a looted department store. Inside the van are 15 famished and lethargic zombies who were forced inside during the first few hours of the Ordog Effect. At some point the driver of the van bailed out or was killed and wandered off. If anyone opens the door they'll have only a few seconds to get out of the way before the dead folks inside get up and start trying to have lunch with their rescuer. If instead a character taps or knocks on the side of the van they'll be rewarded a few seconds later with a series of muffled thumps and scratches.

**Small Town:** A moving van is abandoned in front of looted department store. Inside the van is a small fortune in electronics, firearms, ammunition, liquor, and other supplies. At some point the driver of the van bailed out or was killed and wandered off. If anyone opens they door they'll be thrilled. If a character taps or knocks on the side of the van they'll hear a series of muffled thumps caused by unsecured cargo netting banging around in response. Let the characters figure it out...

**Rural Area or Small Town:** Elephant stampede. Freed from a nearby zoo by a kind hearted zoo keeper, the elephants are on the move. I have no idea what elephant stats would be in AFMBE – probably something like the Zombie Tyrannosaurus in "Pulp Zombies", but regardless, I would advise anyone in the way to move aside as quickly as possible. If the ZM is feeling particularly evil, the elephants could be fleeing from a brown bear or something else big and nasty like a...Okay. A brown bear. I can't think of any

living animals that would make adult elephants stampede. Except maybe an escaped 25 foot (8 meter) Komodo Dragon with a poisonous bite due to bacteria.

**Rural, Small Town, or City:** 6d6 zombies fighting to get inside a parked car. Characters can see someone moving around frantically inside the car, but cannot tell if the moving body in the car is alive or a zombie. There is a 50/50 chance of a living victim inside; otherwise the zombies are just confused by the movement of the dead occupant trying to get out. At any rate, on a 1-4 on a d6, there is some sort of useful loot inside the car (make rolls on one of the random equipment tables described elsewhere in this Deadworld).

- If a living person was in the car, they'll likely be very thankful and cooperative. This is a good way to introduce a new character into the group;
- or saddle a softhearted character with a **Dependent** (2-3 point Drawback, essentially helpless).
- If you're feeling really nasty as a ZM, the living person could be a homicidal maniac.
- If you're feeling truly evil, make the living person a weenie loaded down with 10 points of **emotional Drawbacks** (**Emotional Dependency**, **Depression**, **Obsession** (current crush – one of the player characters) and **Reckless** are good starts for someone with a clinical personality disorder), and **no useful skills** (the closest thing would be Driving 1, which is why the car was stalled/out of gas in the first place). The rescued person can then become codependently obsessed with one of the player characters.

Believe it or not, there are still a lot of people out there like this that have survived the Ordog Effect zombies up to this point either through sheer luck or by hooking up with someone better suited to surviving.

**City:** The party turns the corner and is confronted by a crowd of thousands of the walking dead all moving towards them starting at a distance of two hundred yards. If the party is careful, they may manage to avoid the zombies. To stand and fight, however, is to die if the party isn't inside a tank.

- **Weird version of this encounter:** the zombies are staggering along dragging protest banners proclaiming that the zombie plague is a ploy of the government.
- **Weirder version:** the zombies are dragging banners demanding ethical treatment of zombies.

**Anywhere:** Military aircraft overflies and spots the party. Waggles wings in greeting, but does not return. This is a good encounter if the characters are inclined to wait for someone to come and help. They'll still be waiting days later when the same plane flies back over again. Conversely, it could lead the characters to an intact military base or staging area.

**Rural Area: Ocean/Coastal:** Tent cities and shanty towns built on the decks of oil tankers and freighters. These ships are the "urban centers" of sea people colonies consisting of hundred to thousands of fishing boats and barges linked together at least part of the time into a massive raft of humanity. Think of it as a cross between Dodge City in 1885 and a pirate fleet. For a more detailed description, see pages 3 – 4.

**Rural Area:** The characters are wandering through the woods on foot and cross one too many fences, or the fence is down and they don't notice. They've wandered into a game park or wildlife preserve. There may be predators or angry herbivores about. Some of the animals will be fairly tame and docile around humans and may wander into camp looking for food (not too bad if it's a Thompson's gazelle, but way bad if it's an elephant or rhinoceros in the middle of the night).

**Anywhere:** A graveyard. If the characters listen carefully they'll hear the faint sounds of thumps and bumps coming from under the ground as the dead thrash about inside coffins and crypts. **Author's Note:** *Contrary to popular imagery, at least in the United States, the vast majority of legal burials will be in coffins interred in cement vaults followed by burial. Granted, the dead rising literally from their graves is an enduring and creepy-cool image, but it's not likely to happen in the U.S. On the other hand, realism in a game about*

*zombies is a relative thing, and this author would be hard pressed to say if a zombie trapped inside a grave was or wasn't more realistic than a zombie breaking out of said grave. To each their own zombies, right?*

**Adventure Seed:** Characters may be conscripted, or feel morally obligated, to deliver supplies to the few remaining refugee camps. Conversely, a campaign might begin with the characters living in such a refugee camp. Key elements are sickness, hopelessness, and violence. There is a lot of incentive for characters to try to escape, but the local rural population is likely to resist this violently. The danger in this game is greater from the living than from the dead. Alternatively, some characters may have lived in such refugee camps during the initial evacuations.

**Complications:** The characters living in a refugee camp will start the game weakened and sick unless the Qualities Resistant (Disease) and/or Hard to Kill is possessed. ZM's shouldn't feel obligated to tell anyone about this ahead of time. Gear will be minimal (very short of ammunition if guns are possessed at all, most valuables have already been bartered for food, vehicles are out of gas, or very low on gas, or broken down, etc.).

**Tasteless special effect:** Zombies from refugee camps are gaunt, emaciated, and covered in human waste. Such zombies raise the difficulty of Fear checks by characters from + 1 to + 5 depending on the particular atrocity that resulted in the deaths of the victim. Depending on the taste (or lack thereof) of your gaming group, this may be cinematic overkill. Your mileage may vary.

### Suggested Random Encounters:

Roll 4d6 as needed or desired. Otherwise, 1D6 for the number of hours between encounter possibilities. Roll 1D6 again. On a 1-4, there is no encounter. On a 5-6, there is an encounter.

Countryside		Small Town		City	
Roll	Encounter	Roll	Encounter	Roll	Encounter
3-4	Dogs (50% feral)	3	Dogs (50% feral)	3	Dogs (50% feral)
5-7	Game (deer, rabbit, etc.)	4-5	Local civilians	4	Rescue station
8-11	Herd (cattle, horses, etc.)	6	Military deserters	5	Military patrol
12	Predator (puma, lion, etc.)	7-8	Refugees	6	Looters
13	Local civilians	9	Squatters	7	Squatters
14	Zombies (1D6 X 100) SURPRISE!	10	Survivalists	8	Military action
15	Survivalists	11	Rescue Station	9	Sniper attack
16	Looters	12	Looters	10-12	Zombies (dozens)
17	Military patrol/Militia	13	Military post/Militia	13-15	Zombies (hundreds)
18	Zombies (1d6 X 1d6)	14-18	Zombies (1d6 X 1d6)	16-18	Zombies (thousands)
19-20	Abandoned farm (there may be loot here)	19-20	Abandoned buildings (there may be loot here)	19-20	Abandoned buildings (there may be loot here)
21-23	Ruins (nothing of value)	21-23	Ruins (nothing of value)	21-23	Ruins (nothing of value)
24	Roll twice	24	Roll twice	24	Roll twice

For encounters with humans, roll on the following table to determine their initial response:

Roll	Attitude
2-3	Helpful (will assist to one degree or another, even if it's simply by not attacking) if it to their advantage
4-7	Neutral (probably won't help, but not likely to attack, would like to ignore characters); looking out for own interests above all else
8-11	Hostile (might attack if situation is favorable, if opportunity presents itself, or if tensions rise)
12-14	Violent (will attack)

In suburban areas, for every fifteen minutes the characters are exposed and moving openly, there is a 70% chance that 1d3X5 zombies will be attracted to the movement and sounds. Once zombies are attracted, every fifteen minutes another 2d6 zombies will be attracted.

In populated rural areas, for every hour the characters are exposed and moving openly, there is a 10% chance of attracting 1d6 zombies. After the first zombies are attracted, there is a 10% chance every fifteen minutes of attracting 1d3 more zombies.

Obviously, it pays to be quiet and stay out of sight as much as possible.

If the characters are taking efforts to move silently, under available cover, at night, etc. the chances above are cut by 1/4 to 1/2.

### Encounter Descriptions

Dogs (50% feral) – a pack of 3D6 dogs Feral dogs will attack unless dissuaded from doing so (firing at them, for example). Dogs that have not gone completely feral could be a source of trained animals or a source of food.

Game (deer, rabbit, etc.) – shoot it and eat it.

Herd (cattle, horses, etc.) – shoot it and eat it, ranch it if no one owns 'em, rustle 'em if someone does own 'em; horses can be ridden/

Predator (puma, lion, etc.) - puma is unlikely to attack, lion is more likely) 1 Puma; 2D6 lions

Local civilians – the folks who've always lived here. Fairly well armed, but chronically low on ammunition and spare parts. 1D6 locals (hunters) to 1D6X100 (settlement or town; proceed to town encounter chart).

Survivalists – as above, but skill levels are much higher. Very well armed and have plenty of ammunition and armor. 1D6 Survivalists.

Looters – as Local civilians; armed with a variety of Firearms and Close Combat weapons. 1D6 X 1D6 looters.

Military patrol/Militia – as Survivalists. Number 3D6 and up.

Military deserters – as Survivalists. 2D6 looters; roll for vehicle with 3D6.

Refugees – as Local Civilians, but 1D6 X 10 in number, fleeing wherever they came from; they may be willing to share supplies or pay well anyone who can get back what they've lost.

Squatters – as Refugees, but the Squatters have displaced someone else, making the displaced group the Refugees. Alternately, they've taken up in some unoccupied building or structure. Armed as looters.

Rescue Station - Rescue stations that survived the initial onslaught of the dead, attacks by bandits and deserters, insanity, disease, etc. will have evolved into walled communities. Most likely, these will be part of a feudal government composed of the survivors of local military and law enforcement officials. The economy of such settlements will either be farming, ranching, or cottage-industry manufacturing.

Population: 1D6 X 1D6 X 1D6.

Military action – military vehicles and infantry sweeping through the area in a concerted effort to rescue civilians, seize and recover supplies, exterminate zombies, catch and hang looters, etc. Dozens to hundred (maybe thousands, but unlikely in this day and age) soldiers may be involved. Heavily armed, armored, supplied; military combat transports and vehicles.

Sniper attack – someone shoots at the characters with a heavy rifle (Firearm Combat 6, range –3 (extreme) to ht); unlikely they'll be caught.

Zombies (1d6 X 1d6)

Zombies (1D6 X 100) SURPRISE! – suddenly, zombies are everywhere. Maybe a tour bus overturned or a campground was overrun by zombies. They'll be scattered over a fairly wide area but will quickly be attracted by the sound of gunfire.

Zombies (dozens) – maybe not too bad.

Zombies (hundreds) – okay. That's bad.

Zombies (thousands) – Somewhere out beyond NO CHANCE if the characters stand and fight.

### Building and Vehicle Encounters

If needed, the following two tables are provided for structures and vehicles. The chances of rarer structures and vehicles is much greater than in the real world (for example, the number of private homes versus number of military bases, or number of private cars versus number of military vehicles). This is for two reasons: simplicity and variety/cinematography. Modify as desired and use common sense (i.e. subways are underground and not typically found in the middle of residential neighborhoods). Your mileage may vary.

### Buildings and Other Structures

Roll 3d6. For non-military buildings that are or where occupied after the Rise, roll d6. On a 1-2, the structure was not fortified or reinforced. On a 3-6, it is/was. To see if buildings are currently occupied, roll d6. On a 1 it is, on a 2-6 it is not. Occupation is relative. Most buildings will have at least 1D6 X 1D6 zombies hiding somewhere inside in the dark.

Roll	Structure (examples)
3-8	Residence (private homes, apartments, condos, public housing, trailer parks, hotels, motels, high rise apartment buildings and condos, resorts, spas, gated communities, mansion, retirement home)
9	Barn or Warehouse (warehouse districts, impound yards, feedlots, small farm, ranch, docks)
10	Public works (i.e. electrical substation, water treatment plant, school, university, government building, parking lots, cemetery, storm drains and tunnels, utility/steam tunnels, garbage dump, landfill, vehicle/supply depots, bus station)
11	Ruins (burned, collapsed, bombed, exploded, looted and smashed and emptied, mass grave, firebreak, corpse incineration pit, killing/freefire zone, toxic waste dump, scrap yard)
12-14	Office/Businesses (offices, strip malls, office parks, services, grocery stores, department stores, hospital, clinic, funeral home, veterinary hospital, kennel, high rise office buildings, pub/bar, military surplus/outdoor supply store, vehicle/equipment rental)
15	Mall (shopping mall, outdoor civic arena or indoor auditorium, sporting arena, amusement park, public park or greenbelt, museum, art gallery, golf course, country club, dance hall, zoo)
16	Relocation center (rescue station, FEMA installation, tent city, roll again to see what is serving as the relocation center)
17	Industrial or Scientific (factory, laboratory, gravel pit, mine, airport, shipyard, dockyard, railyard)
18	Military staging area or Military base (airfield, depot, marshalling area, bivouac, convoy, field command, permanent installation, underground bunker, bomb shelter, naval fleet)

## Vehicles

Roll 3d6 for type, then roll d6 for use (1 occupied/claimed; 2-6 abandoned) . Most vehicles will show some signs of struggle (i.e. crashed, blood stained, windows and windshield broke out, or have been stripped of parts by someone else). Roll 1D6. On 1-2, the vehicle is intact enough to drive, at least for 2D6 hours. On 4-6, the vehicle is more or less a blood-stained shell.

Roll	Vehicle (examples)
3-12	Civilian/personal (car, pickup truck, SUV, motorcycle, bicycle, small airplane, minivan, recreational vehicle, four-wheeler ATV, ultralight aircraft, fishing/bass boat, skiff/john boat)
13-14	Business (moving truck, delivery van, news van, novelty monster truck, semi, tow truck, commercial plane including airliner, traffic helicopter, cargo barge, fishing trawler, freighter, train, subway, bus, limousine, lawn service truck)
15	Utility (cherry picker/electrical pole truck, bulldozer or other construction vehicle, dump truck, garbage truck, parking meter patrol vehicle, golf cart)
16	Police (police cruiser, prisoner transport van, animal control truck, prison bus, police helicopter, surveillance van, financial institution armored car/truck, armored government sedan, SWAT van)
17	Fire/EMS (fire truck, ambulance, hearse, Fire Marshall's (red) pickup truck)
18	Military (jeep, HMMWV/HumVee/Hummer, Deuce-and-a-half truck, armored personnel carrier, light armored vehicle, battle tank, attack helicopter, aircraft). At sea, various naval vessels might be found, but these will most often be occupied and in more or less a fair state of repair.

## Living With the Dead

### Diary entry, unknown speaker, audio cassette tape:

"Was beginning to think I was the last guy on earth. That's why I left the house. Welded fuel drums on the tank. Filled up everything I could find with either gas or water. Mostly gas. Enough food for a couple of weeks. Visited the neighbors at the highway first. Dumb dead bastards just walked up and let me run over them. I was screaming. I was laughing. I was safe. Let them stand there and get killed again. Fuck 'em.

"Wondered who I'd find. Poor fuckers. Starving. Sick. Very sick, probably, but I didn't care. Was ready to die of dysentery as long as I didn't die alone. Drove for almost a week. All I found were more walking dead. After a few days I stopped trying to run over them – wouldn't have done any good. Kind of like stomping on an anthill. There're just millions more for every one I could've mowed down. Finally turned around and drove back to the house. Found a crowd waiting for me. Lured them away from the wall and shot them. Went back inside."

from "Tank" © 1999, WD Robertson, posted on [www.homepageofthedead.com](http://www.homepageofthedead.com)

Successful survivors either travel light, or go to ground in a well-protected refuge and become farmers. Municipal electrical systems and telephone/internet networks failed after the first year, leaving survivors to rely either on solar power or pre-industrial technology. Batteries of all sorts, especially those that can be recharged with solar power, are high-value barter items. Preserved food (MREs, dehydrated survival food packs) are also highly valued. Firearms and ammunition are usually in wide supply, although some calibers of bullets can be hard to find. The ability to reload ammunition can make one wealthy in the new Dark Age.

...Bob walked slowly through his house, dodging crates of canned food, scattered tools, and piles of unwashed clothes, checking and rechecking the boards that sealed the windows and doors. The power had been off and on for about a month, then last week it went off and stayed off. With the windows boarded over and the lights no longer working, his home was more like a cave than a house. Bob coughed in the musty, stale air, but he'd stopped giving a shit about the steadily accumulating odors a long time ago. Water was at a premium these days so there just wasn't enough to waste on extravagances like a bath or laundry even if he'd been so inclined. What little water that trickled from the faucets was as brown as Rio Grande mud and just about as bitter, but if you let it sit in the sink long enough,

the grit settled out. Better than nothing at all. They'd lost several neighbors to thirst already.

There were really two ways thirst could kill you these days, Bob had decided a while back. Either you stayed behind your barricades, like the Taylors, and died alone, or you made a run for it like the Johnsons and the Barkers and died as dinner guests of the dead folks. In the end, all three families had ended up pretty much the same. As far as anyone knew, the Taylors were still inside their place, but they'd apparently done such a good job of sealing themselves in that their corpses couldn't get out. Hell, no one had even known that they'd given up their ghosts until their crowd of dead groupies had shambled off to pester the Gormlys. The Johnsons had done a little better – Eddie had made it two blocks up the road before he lost control of his truck while trying to dodge a crowd of dead folks. He crashed into a tree in someone's front yard and that was pretty much that. Ed and June made it maybe twenty feet from the truck before the crowd of hungry corpses dragged them down in a slow motion storm of teeth and nails. There were so many of the dead that everyone was surprised when the former Reverend and Mrs. Johnson had shown up the next day for Sunday visitation. Bob had almost been sorry to shoot them – he'd always liked the "Revvin' Reverend", and June had been a real looker before she went all gray and glassy-eyed and gnawed... from "Block Party" © 1999, WD Robertson, posted on [www.homepageofthedead.com](http://www.homepageofthedead.com)

In a very few rare instances, large enough groups of the living have congregated in an area, eliminated the local zombie population, and fortified their community. This occurred most often in small rural towns.

Effective fortifications against the dead include pit traps, stakes, scattered sections of telephone poles (the dead cannot step over them), cyclone fencing and barbed wire. Effective fortifications against the living are virtually identical, but typically better concealed to account for the vastly higher mental functions of the living when compared to the dead.

Concealment can make a great barrier as well. Many successful survivors have surrounded their homes with double five foot (1.5 meter) high barbed wire fences set about five feet apart, then planted greenbriar and other thorny plants between the rows. Plants like this grow thick and intertwined, but do not grow tall enough or thick enough to allow some one to use them to climb over the barbed wire. If behind the barbed wire and thorns you see a row of trees and shrubs planted close together, there's a good chance that

1. There is a home or bunker behind the trees; and
2. Someone is probably watching you with a rifle scope trying to decide how close they should let you get before firing.

Occasionally a group of survivors will occupy a sturdy structure inside a town or city. In that event, there will be several generalities:

1. There will be a fence or wall, behind which is sufficient space for subsistence agriculture;
2. All other structures within at least one hundred yards (one hundred meters) will have been blown up, burned down, or bulldozed in order to provide a freefire zone that denies cover to anyone or anything that might decide to approach for some nefarious purpose.
3. Occupied structures inside towns and cities often take advantage of municipal steam tunnels, sewers and storm drains. Properly barricaded and patrolled, these underground thoroughfares can allow rapid movement both into and out of the structure. Attackers moving through a the cleared freefire zone may find themselves attacked from the rear by an armed contingent that has exited the structure and maneuvered behind them using these subterranean passages. The downside to using tunnels of this sort is that the undead often seek out such places to wait for nightfall.

## History 101

"After the Rise, things went to Hell faster'n greased lightning. Nobody believed it at first, but then the dead were everywhere. No one could afford not to believe it. Still, it wasn't as bad in the countryside as it was in the cities. All us rednecks and shitkickers was armed to the teeth before the Rise, so 't'weren't no thing to hold our own.

What got us was the city folks. First hundreds, then thousands, then millions of 'em. They scrubbed outta town and came to the country, and, hell, guess they thought it'd be better out here. But, hell, within a few months even we was starvin'. The hell with them city folks. Squatter camps, gangs, banditos. Cripes. They was spread up and down ever highway thicker'n flies on cowshit.

'Course we was 'sposed to call 'em Refuges. Whatever. We got smart and set 'em up where we could watch 'em – the old football field, the baseball complex, the feedlot. Anyplace with a damned fence around it. Then when they started dyin' off, it was easy to keep 'em hemmed in and pick 'em off. In the meanwhile, everybody that could had built 'em up a fence of their own to keep everone else out. Nothin' wrong with that – a man's gotta look after his own. The hell with them city folks. Unless they had guns and food – then they could pick out a house and take care of their own selves.

It was pretty bad, though – the dead were walkin' and killin' and eatin', and if you got bit you died then started walkin' around too, and killin' and eatin'. Then the refuges were lookin' for food, and the Army was pretty much doin' whatever the hell it wanted too. And the militias were everwhere. Hard to tell who did the most killin' – the dead folks or the live folks.

But in the end, the live folks that managed to make it through the Rise did okay. We took care of our own first, then our neighbors. We started buildin' new walls to close off prime real estate. Then we started tradin' with Jacksborough – they'd done the same, ya see? Long as you didn't mind ridin' a horse, 'cause the gas done run out years before, a body could get around pretty good. Most of the dead folks just plain rotted away. There were always new ones, but with fewer live folks, there were fewer dead folks.

We got nearly 600 people livin' here now. We got us a wall and a ditch around the parts of town that matter. We got us cows and horses and some decent crop land. We even got alcohol to run generators and gas up a few trucks. 'Specially the bulldozers and the tanks.

from "Necromancer" © 2003, WD Robertson, posted on <http://www.geocities.com/Area51/Vault/9327/main.html>

## Burial Customs, Before and After

This aspect of the Rise easiest in both game and cultural terms. When someone died and they weren't processed appropriately, they reanimated to attack the living. If people weren't willing to properly dispose of the dead, the government and concerned civilians began to step in.

"Come on out, Hank! We know you've got Margie in there! Give it up and we'll make it easy on you!" Colby shouted.

Colby and the rest of the mounted posse were crouched behind the town's single remaining police cruiser at the foot of Hank's driveway. Having said what was required, Colby ducked back behind the cruiser. He pulled his hat off to run fingers through hair sticky with dirt and sweat, then resealed his hat. The hat had definitely seen better days. The equally battered Kevlar flak jacket made it hard to get a comfortable seat, but it beat the hell outta getting shot any damned day of the week.

"Yeah? Easy, huh?" Hank shouted from inside the darkened house, his voice shrill with fear. "FUCK YOU!"

BOOM! Pellets from the shotgun blast peppered the patrol car.

The posse sent a hail of gunfire in return, blowing holes in the boards over the windows and through the reinforced oak door of Hank's fortified home. They didn't make much effort to hit anything important – they just wanted to keep Hank pinned down until he ran out of steam and calmed down. They'd been dogging him all morning, but, unfortunately for the posse, Hank just seemed to get worse as the day went on.

"Git off my property, you sons a' bitches!" Hank yelled again. "Momma ain't hurtin' nobody! Hell, she ain't even got no fuckin' teeth, you fuckin' idiots!"

"I don't give a shit if she ain't got no fuckin' legs!" Colby yelled back. "You know the law, Hank! Give up the body or you're gonna end up on the fire with her! Don't worry! We'll put her down clean!"

from "Necromancer" © 2003, WD Robertson, posted on <http://www.geocities.com/Area51/Vault/9327/main.html>

### **Zombie Master Information**

Most areas that were easily defended were quickly taken over by surviving military units. Some allowed the local civilian population to remain in place, others did not. Many fell eventually, but a few still survive. In particular, Iceland and New Zealand and the Azores have survived relatively intact up to this point, though at great cost. Iceland and the Azores are occupied by a mixture of NATO land, air and naval forces. New Zealand is involved in a growing civil war between the "indigenous" Maori and Europeans and elements of the Chinese Navy.

### **The Dead**

Humans who die, whether of natural causes, violence, or wounds inflicted by zombies will reanimate into a walking corpse in less than one hour. As long as the brain remains intact, the corpse will attempt to seek out and devour the living.

#### **Diary entry, unknown speaker, audio cassette tape:**

"You guys got it all wrong. There ain't no zombie virus, but there sure as hell are a lot of zombies. I used to be a biologist back...before. Before the world went to hell and I went to hell with it. We're all sick – that's what makes us die when they bite us. They're crawling with bacteria. Perfectly normal bacteria. Stress wiped out our immune systems. That's all there is to it. Occam's Razor – the simplest explanation is the best explanation. I hope y'all figured out what brings the dead back to hunt us. That isn't bacteria. It's gotta be something else... Had no idea when I started trying to survive. Never had a chance since then to check anything out. Been hiding for years. Started out like that. Hiding in the dark."

from "Tank" © 1999, WD Robertson, posted on [www.homepageofthedead.com](http://www.homepageofthedead.com)

Zombies will attack any warm-blooded animal, with humans being their preferred prey. Zombies will devour anything they kill until the corpse cools to ambient temperature. At that point, the zombies will cease feeding and move away in search of new victims. No non-human reanimation has ever been documented other than a single frantic broadcast just before the television stations started dropping off the air – primates of the family Pongidae (the great apes, including chimpanzees, gorillas, gibbons and orangutans) were reported as being subject to the reanimation effect and that non-Pongidae primates did not reanimate but did not decompose either, lending some evidence to the widespread belief that the reanimation effect is biological in origin.

The recently dead are stronger and faster than the dead who have been weakened physically by exposure to the elements, wounds, and decomposition. Decomposition occurs in the reanimated dead at a much-reduced rate due to their partially functional immune systems. They are still walking cesspools of disease and filth, however. Reeking of bacteria and rot, drooling bacteria-laced saliva, simply being downwind or downstream from congregations of the dead is enough to make a survivor sick through transmission of airborne disease.

In some cases, zombies attempt to perform activities with which they were familiar before dying and reanimating. These attempts always fail, as the waling corpse lacks the necessary cognitive ability and coordination to do more than walk, grapple, and bite. There are legends, however, of zombies that demonstrate higher levels of mental ability. All survivors hope these legends are never proven to be true.

#### **Diary entry, unknown speaker, audio cassette tape:**

"I planted a garden. Sometimes I had enough food. Sometimes not. Mostly it was good for attracting birds and jackrabbits. Every so often I'd force myself to leave. Best pickings were along the highway. Found a lot of abandoned

military gear. Plenty of fuel. Towed an Army gas tanker back one day – hey, y'all don't mind, do ya? Oh well, fuck you if you do. You Army guys were deserting left and right. Most of y'all were pretty dumb, I thought. Left behind a lot of good stuff. Should've stayed in your tanks. You would've been safe in your tanks.

"Anyway, one day there was a single corpse trying to chew a hole in the wall. It looked kind of fresh, so I left it alone and watched it. It watched me. Creepy thing. Disgusting. Horrible.. The smell was awful.

"Back...before...I was a microbiologist. Knew what *Pseudomonas putrescens* smelled like, and there was plenty of that. Salmonella too. Lord knows what else, but that thing was a walking bacteria incubator. That's when it dawned on me – there isn't any "zombie disease." Sure, if you get bit you die, but that's from perfectly normal bacteria. It's got nothing to do with whatever brings the bastards back to life. Anyone like me was in pretty bad shape – hell, I was sick all the time. Stress. Malnutrition. Clouds of germs wafting in from cities of the dead. It's a wonder we didn't all die from typhoid fever those first two years. Human bites are filthy anyway. We were just too fucked up to fight off infections.

"Have no idea to this day why the dead get up and try to kill us. I'm not even sure they're really dead. Maybe they're just impaired in a major way. The ones I bothered to study later on were like stroke victims. First they stagger around and act all confused. Then they get more coordinated. Frontal lobes stop functioning, I guess, but other parts of the brain on the inside, the animal parts, take over lost functions. They learn all over again. Still dumb as a post, but smarter than most animals."

from "Tank" © 1999, WD Robertson, posted on [www.homepageofthedead.com](http://www.homepageofthedead.com)

### **Origin of the Zombie Plague**

It is doubtful that anyone will ever know that a name was given to the effect that caused the reanimation of the dead. This classification happened too late for the information to disperse, and at any rate, would have been of little help. The name given to the process by which the dead rose to attack the living was termed the Ordog Effect. The Ordog Effect (Russian: *Devil*) is directly attributable to a living organism named *Pseudomycelius resurrectus*. For simplicity sake, scientists working to discover the cause of the zombie plague referred to the specimen as the Ordog Organism.

The Ordog Organism is neither a virus nor a bacterium. It is a pseudomycelial life form of an intermediate stage between protozoans and fungi. As such it is not affected by antibiotic or antiviral drugs. It is possible that antifungal or antiprotozoan drugs would prevent its affecting a human host, but this knowledge came too late to too few people to allow any degree of testing this hypothesis

The Ordog Organism reproduces by means of airborne spores, and over the course of the last three years, every known living human on earth has been infected. Zombies are created when a human infected with the Ordog Organism dies. Reanimation generally occurs within one hour of death.

Curing infection by the Ordog Organism, however, is quite impossible. In living humans, the organism grows too slowly to have any noticeable effect and congregates in the liver and pancreas. Any drug that could effect the Ordog Organism would also have negative effects on the infected human's liver and pancreas, and would result, at best, in a drastically shortened life span followed within an hour or so by reanimation.

The human immune system prevents the Ordog Organism from growing and spreading throughout the body, but does not kill it. This is because the Ordog Organism, like true fungi, possesses it's own immune system that can effectively combat the human immune system. Thus, infected humans carry the Ordog Organism until the immune system fails and/or the carrier dies.

The Ordog Organism was discovered quite by accident in the years following World War II. Soviet military intelligence specialists rounding up Nazis and other persons of questionable political beliefs located a "strange" individual living in solitude in the ruins of a castle in the mountains of Romania. This individual exhibited decidedly nonhuman characteristics, among which the most bizarre was his inability to consume and process food normally. This individual required a diet of fresh human blood to survive. This information was classified as Utmost Secret and the studies of this individual continued under the secrecy

of the Iron Curtain for many years. Eventually it was discovered that the strange individual, now openly called the *wampyr* by researchers studying it was infested by a previously unknown form of life. This unknown lifeform was the original form of the Ordog Organism. The original strain of the Ordog Organism resulted in drastic alteration of the gastrointestinal and endocrine systems, and enhanced the ability of an infected human's healing and cell recovery mechanisms. Eternal life was not out of the question.. The potential of this organism in both medicine and biowarfare was quickly recognized and new studies began. Of the *wampyr*, no known records remain as to the final fate of the individual.

When it was discovered that the Ordog Organism reproduced by sporulation, it was hypothesized that a strain of the organism could be bred that might cause infected individuals to develop the worst effects of the organism. The intent was to create a weapon that would alter the gastrointestinal system of a targeted population causing massive disruption of agricultural and economic activity followed shortly thereafter by massive starvation.

One particular strain, *P. resurrectus* NHUD153 was developed in 1969. Test subjects from a state hospital for the mentally unfit (i.e. a political reeducation camp) were infected with this strain. Nothing happened, and research proceeded down different routes. Six years later one of the patients died and the first zombie was reanimated. This was the first occurrence of the Ordog Effect, and, after the outbreak was contained and all infected individuals were incinerated, all remaining samples of *P. resurrectus* NHUD153 were locked away as being too dangerous for further research with the technology available at the time.

The weapon was cataloged and placed in cold storage at a bioweapon facility near the Baikanor Cosmodrome in 1967 after being deemed too dangerous for further study. Sometime after the collapse of the Soviet Union in the late 1980s, many former Soviet military and research facilities were looted and the Ordog Organism disappeared along with thousands of other bioweapon cultures. Identified only by a code number, NHUD153, there was no way for the people who now possessed the culture to know what it was. An accidental release occurred in the mountains of Uzbekistan ,but because of the isolated area and lack of consistent communication with the rest of the world, no one knew that three valleys high in the mountains were populated only by the living dead shortly thereafter.

The Ordog Organism resurfaced in 2008 after being released with several other bioweapons in the United States and allied nations in Europe by a Middle Eastern terrorist organization that acquired the cultures on the black market. The individuals that released the Ordog Organism by now were aware of its affects after testing the culture on captured prisoners who reanimated during postmortem dissections, but they had no idea how it was spread. Their intent was to create widespread panic and chaos, and they succeeded beyond their wildest nightmares. Everyone became a victim once the vials were opened and spread throughout rural areas in the United States, England, Denmark, Spain, Italy, Bulgaria, and, ironically enough, Romania. Carried by wind and water, the spores of the Ordog Organism spread worldwide. By 2010, it had spread to every part of the world and infected everyone except the astronauts manning the Freedom II space station.

When a carrier dies, the Ordog Organism begins to grow rapidly by utilizing the blood proteins of the deceased and takes over the body in a matter of minutes (1D4 X 20 minutes). At that point the body reanimates as a zombie.

If a carrier's immune system becomes weakened through other illnesses, wounds, blood loss, etc., and if the weakened immune system is not bolstered through administration of steroids and interferons, the Ordog Organism begins to spread. Each day thereafter, the carrier must test CON X 2 vs. the Ordog's Contagion STR (3) X 2. If the test fails, the carrier loses one point from either STR, DEX, or CON. Once any physical attribute reaches 0, the carrier is bedridden and unable to function normally. This continues until the carrier dies and reanimates as a zombie. In the event of dying due to the Ordog Organism, the reanimation occurs in 1D6 minutes instead of within an hour or so as the organism has already had time to spread through the host.

In the event that a treatment is discovered that kills the Ordog Organism, the carrier may live, but will not recover lost attribute points. This represents the organism's corruption and takeover of normal tissue.

The tissues of corpses reanimated by the Ordog Effect have been altered substantially by the Ordog Organism. The digestive system becomes so altered that digestion of normal food is impossible. Likewise, production of red blood cells is severely inhibited. Because of this, Ordog Effect zombies seek fresh blood. Blood type is unimportant as the Ordog Organism, not the human body, utilizes the blood for gas exchange and energy transport. This metabolic process is not very efficient, hence the lowered physical attributes of the zombies. Flesh and fat and other tissues consumed by a zombie in the course of drinking the blood of a victim end up in the lower torso (stomach and intestines, if those organs are still intact). Normal digestion and elimination of waste does not occur. Instead, the ingested tissues become a source of food for the normal bacteria infesting the zombie. After 1D6 months, enough methane and other gases can accumulate (if no venting or ventilation can occur), the zombie may explode or pop if sufficient pressure is applied to the lower abdomen. The effect is that a cloud of rancid gas escapes. Treat this as a single occurrence combining Diseased Corpse, Noxious Odor, and Explosive Personality Level 1 (Power + 10).

### Behavior

Ordog Effect zombies are weakest when in direct sunlight or bright artificial ultraviolet light. When exposed to direct sunlight, the zombies can be observed to try and avoid moving through areas without overhead cover. If they must (crossing a street, for example) the zombies can be observed to occasionally glance overhead and cringe. This is a leftover autonomic response that has no real effect in game terms, although it is possible player characters may believe it does. Of more immediate impact to most player characters, Ordog zombies tend to seek cover during daylight hours if they are not actively pursuing living humans (i.e. they will continue an assault or pursuit that was begun during the night, but are not likely to initiate new ones unless suffering from Starvation as described in the AFMBE rulebook).

In darkened environments and after nightfall, Ordog zombies exhibit greater physical abilities and mental faculties and are much more aggressive.

In all cases, the Life Sense of the zombies is based on their increased reliance on primitive senses located in the reptilian cortex of the brain. In other words, they are attracted to human pheromones and other related odors, and to the carbon dioxide exhaled by warm blood mammals.

### Ordog Effect Zombies

	Day	Power	Night	Power
<b>The Weak Spot</b>	Brain	6	Brain	6
<b>Getting Around</b>	Slow and Steady	0	Life-Like	3
<b>Strength</b>	Ninety-Pound Weakling	-3	Dead Joe Average	0
<b>Senses</b>	Like the Dead	0	Like the Dead	0
	Life Sense (10 yards)	2	Life Sense (10 yards)	2
<b>Sustenance</b>	Weekly	4	Weekly	4
	Blood*	-2	Blood*	-2
<b>Intelligence</b>	Dumb as Dead Wood	0	Dumb as Dead Wood	0
	Tool Use (level 1)	3	Tool Use (level 1)	3
	Animal Cunning	4	Animal Cunning	4
	Long Term Memory**	5	Long Term Memory**	5
<b>Spreading the Love</b>	Only the Dead	-2	Only the Dead	-2
<b>Special</b>	None	0	None	0
<b>Power</b>		17		23

\*Ordog zombies attack their victims to obtain blood, but since the human jaw and dentition is not designed for anything other than biting, virtually all living humans believe the zombies are cannibalistic flesh eaters. Very few people have managed to get close enough to a feeding zombie to find out this largely meaningless bit of trivia.

\*\*Ordog zombies tend to imitate activities in which they were often engaged while alive when there are no living humans or other mammals around to attract their attention.

	DAY (or bright light)		NIGHT (or darkness)	
Statistics	Str	1	Str	2
	Dex	1	Dex	2
	Con	2	Con	2
	Int	-2	Int	2**
	Per	1	Per	1
	Wil	2	Wil	2
	DP	15	DP	15
	Speed	2	Speed	4
	Essence	5	Essence	11
	Skills		Skills	
	Brawling	1	Brawling	2
	Attack	Bite D4X2 slashing	Attack	Bite D4X2 slashing

\*\*Ordog zombies tend to imitate activities in which they were often engaged while alive when there are no living humans or other mammals around to attract their attention.

**ZM Note:** There are a very few Ordog Zombies with mental faculties approaching those of living humans. Wait a while before springing this one on your players, though. It's worth the wait to see their faces the first time a zombie takes a shot at one of them with a rifle...

Original (non-Eden) concepts © 2002-2009, [eviloverlord668@yahoo.com](mailto:eviloverlord668@yahoo.com)

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**THE ORDOG EFFECT**  
*an AFMBE WORLD IN HELL*

**UPDATE #1: The View Around Your Neighborhood and The Awful Truth**

by WD Robertson, original (non-Eden) concepts © 2003, [eviloverlord668@yahoo.com](mailto:eviloverlord668@yahoo.com)

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

*The astute reader may notice discrepancies between the undead created by the Ordog Effect presented in this update when compared to "The Ordog Effect" Deadworld description. The original description was a "catch-all" or overview. This update presents a more complete and detailed description of the various Ordog undead strains.*

Update #1 is divided into three parts:

**Part 1: The State of the Earth**

**Overview of the Ordog Deadworld**

**Part 2: The Dead**

**Details of the Ordog Undead**

**Part 3: The Living**

**Character modifications, new Qualities/Drawbacks, and Adventure Seeds**

**Part 4: Stuff**

**Disclaimers, Inspirations, Dedication, and Other Ramblings**

**The State of the Earth, 2014 AD, 3 AR (After Rise)**

It has been three and a half years since the advent of the Ordog Effect, and the world has changed forever.

Everything everyone has ever known and taken for granted vanished when the dead began to return to a horrible new sort of "life", attacking the living, and making more of the thirsty dead.

No solace was found in religion. No prayers were answered. The sea and the grave gave up the dead, but all the good Christians (and Muslims and Hindus, and Jews, and Pagans, and all the rest) were left to deal with them. There were plenty of walking dead holy persons, but their only answer to the question of "Why?" was to attack their flocks.

No protection was provided by the law. Few law enforcers were left alive after Black Monday, and those who had survived were too ill-equipped to do more than die with the people they tried to protect in the following months.

Civilization fell apart so quickly most people were left in shock, sitting in their darkened homes waiting for "someone" to get the electricity flowing again. No one arrived to help. As the civilian infrastructure began to strain under increasing pressure from the undead, food distribution slowed, then stopped completely. Most cities have less than three days worth of food for their populations on any given day. Within a week

the food riots began. The people who did not flee died instead and joined the ever-growing ranks of the undead.

No workers meant no factories. No factories meant no bullets, no MREs, no grease, no circuits, wiring, fuel, boots, etc. By the time the last military orders arrived, most troops were making due with whatever they could scrounge, scavenge or requisition.

There are fields of abandoned military vehicles scattered across the countryside. Tons of abandoned weapons, from rifles to heavy artillery, lay unused and rusting for want of ammunition and maintenance supplies. Hundreds of millions of rounds of spent brass litter the empty streets in mute testimony to the ferocity with which the living battled the dead. In the end, however, the dead were triumphant and the living survivors fled the cities.

The last effort to control the spread of the Ordog Effect in North America occurred on 12 May 2012. Approximately 28 megatons of nuclear weapons were detonated over “highly contaminated” areas, mostly on the East Coast and in the Midwestern United States.

Most survivors starved in the countryside, giving rise to a new generation of undead.

The world has become a dark and terrible place where most people have given up all hope except maybe to make it through another night.

Less than 20% of the human population is still alive in the conventional sense of the word. The remaining 80+% of the human population are the walking dead.

In every nation, on every continent except Antarctica, and on most islands, the population breaks down into the roughly the following percentages:

Category*	% of Population
Ordog Strain I	~14%
Ordog Strain IA	~24%
Ordog Strain II	~16%
Ordog Strain III	~10%
Ordog Strain IIIA	~16%
Ordog Strain IV	~6%
Stable Disease (living humans)	>0.01%
Unaffected living humans	~14%
Total	~100%

\*The various strains of undead created by the Ordog Effect, and human populations, are described later in this update.

### **What Everyone Knows**

The living dead have overrun the Earth and feed on the blood of the living. When the television networks, radio stations, and Internet were still functioning, every part of the Earth had reported the onset of the Ordog Effect. The only places left that are free of the walking dead are Antarctica, the Azores, and Iceland, and a few other isolated islands garrisoned by remnants of the world’s military forces.

### **Zombie Master Information**

No part of the Earth has been left untouched by the Ordog Effect. In every nation the pattern was the same. First law enforcement and military, then militia, then conscripts were called upon to protect the lives of their fellow citizens.

As the population of the walking dead increased, social structures began to break down almost immediately.

- **Economic collapse**

During the early days of the Ordog Effect, most people made an attempt to live their lives as they always had. The Ordog Effect was seen as just “another” example of biological or chemical terrorism. After Black Monday, everything changed. People either fortified their homes or businesses, or began the exodus from the cities.

- **Manufacturing collapse**

With the loss of the workforce, all conventional services, and continued manufacturing and transportation of goods ground to a halt. Supplies were seized by surviving military units and distributed using whatever means of transport were on hand. But with no new goods being produced, stockpiles necessary for maintenance of civilization dwindled, then stopped altogether.

Manufacturing has not ceased completely. Cottage industries sprang up among groups of survivors. The most valued of these were reloading munitions and subsistence agriculture. Small parts manufacturing is possible in areas that still have electricity.

Pre-industrial skills almost completely died out after the beginning of the industrial revolution (amazing, eh?). The knowledge required to render wool and cotton into cloth, to smelt raw iron into steel and smith it into tools, etc. are almost completely lost. Some industries, such as plastics and petroleum distillation were never known in pre-industrial times and there are no counterparts to allow such production to continue without a solid base of economic resources, trained workers, and facilities.

In this respect, the First and Second World nations suffered far higher losses than the Third World nations. In the poor nations of the Earth, reliance on high technology and increasingly complicated systems of interconnected communications and manufacturing had never been possible. The people of the Third World have fared far better than their rich neighbors. In many places, life goes on relatively unchanged. In the jungles and barren deserts lie the seeds of human renaissance.

- **Military collapse**

With the collapse of manufacturing, stockpiles of military supplies began to run low. In many cases there were plenty of parts and even ammunition, but no way to fight through millions of undead to reach them. Armies began to lose cohesion as the flow of rations, fuel, parts, replacement gear, and ammunition dried to a trickle and then ceased entirely.

Many units simply stopped where they ran out of fuel. Some attempted to hold the areas they occupied while others moved out on foot.

- **Societal collapse**

The pattern was the same around the industrialized world. After Black Monday, billions of people fled their homes for the presumed safety of the countryside. Wherever possible, military and law enforcement units joined the migrations to protect their citizens. The cities rapidly emptied of the living as massive migrations began and continued until there was no more fuel. Billions of deaths due to starvation and disease followed in a matter of months.

- **Governmental collapse**

With no economic base to provide taxes and no coherent military forces available to project force, most governments became irrelevant. Scattered across most nations are small bastions of national leadership. Hidden beneath mountains, riding the seas in fleets of ships, or huddled behind massive walls of steel and razor wire, governments continue to exist on huge stockpiles of supplies, but they stand impotent against the Ordog Effect.

## **The Old Lords of the Earth**

In the First World, the finer points of civilization have fallen by the wayside along with most social mores and norms. Where practical governments exist, a return to Feudalism is the norm: the powerful compel obedience from the weak.

Weaker communities and bands of survivors pledge loyalty to more powerful strongholds or larger bands. Tribute in the form of ammunition, parts, machinery, and people form the new economy. The Dark Ages

have returned, but with shotguns instead of broadswords, and barter and thievery instead of economic theory.

Conventional ideas of religion have disappeared in most areas. In North America, however, two new branches of Christianity have appeared in multiple areas. These branches are too recently formed to have names or formal doctrine, but are based at least partially on one of the two following concepts:

1. God has taken away the righteous and abandoned everyone else. The Earth is confluent with Hell. There is no escape except by penance for one's sins and the hope that somewhere God is still listening.
2. Everyone died and went to a hell. In Hell the dead are tortured by hordes of zombies. There is no point to continued existence. To "die" is to move to another afterlife, hopefully a better one. As one might expect, this religious movement condones various forms of ritual suicide to "escape" hell to another (hopefully better) afterlife.

In some areas the old laws are still enforced wherever possible. In other areas there is only the law of violence. Think of the Wild West on acid and PCP, a speedball orgy of violence, death and decay, but with no cavalry to ride in and save the day. Instead, there are Neo-Vikings in semis and submarine crews raiding coastal communities for food and other supplies.

Social structures vary from group to group and settlement to settlement. In many places, social and familial structures are dictated by the composition of the group of survivors. Structures range from group marriages to no recognized marriages. Some groups of survivors still practice conventional monogamous marriage. Others have taken up the practices of polygamy or polyandry. Children may be raised by their families/parents or by the group as a whole. Some groups may not care for their children at all and even force them out.

### **Goblins**

Everywhere, abandoned and orphaned children are growing up feral, and developing societal forms that have yet to be described by modern man. These "tribes" are perhaps the most fierce and unrestrained warriors on the North American continent. Many have little or no language depending on the age at which the oldest children in each "tribe" were left to fend for themselves.

Older survivors call these child-tribes "goblins". They attack under cover of darkness with clubs, knives, and rocks, their shrill squeals and shrieks of bloodthirsty anticipation echoing through the countryside. Most adult survivors make the mistake of not fighting back until it is too late. The undead aren't the only beings on the continent who will eat you alive.

### **Organized National Activities**

#### **Safe Zones**

Areas that were easily defended were quickly seized and taken over by surviving military units. Most of the time the remaining civilian populations were allowed to remain in place. Other safe zones are protected either by remote location, harsh environment, low pre-Ordog Effect population density, or just sheer determination of survivors.

The most prominent of these in North America are:

1. Much of the state of Alaska (mostly civilian)
2. California - San Francisco area – Angel Island and Treasure Island (civilian), Alameda Nimitz Naval Air Station (military)
3. California - Southern California – Santa Catalina Island (civilian), Twentynine Palms Marine Corps Base (military), US Naval Weapons Center at China Lake (military)
4. Colorado - Cheyenne Mountain (military)
5. Hawaiian Islands (military and civilian)
6. Maine – most of the offshore islands (civilian)

7. Massachusetts – Martha’s Vineyard, Nantucket Island, Block Island (all civilian)
8. Michigan – Bois Blanc Island, Drummond Island (civilian)
9. Nebraska – Offutt Air Force Base (military)
10. Texas - Galveston Island (military and civilian)\*
11. Virginia – Williamsburg peninsula (military and civilian), Langley Air Force Base (military and civilian)
12. Washington – Bremerton, Whidbey Island, Vashon Island, Maury Island (military and civilian)  
\*detailed below.

- Other prominent or well-known safe zones outside of the United States include Iceland, the southern tip of Greenland, the Azores, and parts of the United Kingdom.

#### **Safe Zone – Galveston Island, Texas, United States of America - Details**

As the living dead began to overrun the cities, millions of civilians fled to the countryside. Others turned to the sea and settled in floating cities built on the decks of ships and on rafts lashed together to form floating islands.

The largest sea settlement in existence is centered around the U.S. Seventh Fleet, currently anchored off of Galveston Island, Texas. Thousands of commercial and military ships have been converted into a floating city under the jurisdiction of the presumed current President of the United States, Clarence Hemphill, former Deputy Secretary of Housing and Urban Development.

**Zombie Master Note:** The original President is still in a bunker underneath the White House in Washington, D.C. but cannot be evacuated since all above-ground facilities and most of the underground facilities have been overrun by the undead. The succession of “President” Hemphill is technically illegal, but the White House lacks the means or initiative to contest it. Contact with surviving White House and Pentagon personnel is sporadic and often plagued by growing irrationality from the “Bunker Boys” who are beginning to run very low on supplies.

**Zombie Master Secret:** The leadership of the Galveston Safe Zone believe that the “official” president is under the influence of someone or something else because of coded messages included in the text of some transmissions.

The Galveston Safe Zone is under the command of the U.S. military CENTCOM (Central Asian Command) operational group. During the early days of the Ordog Effect, the United States recalled its overseas forces to aid in the defense of the continental United States, Canada, and Mexico. Due to the steadily increasing ferocity and magnitude of terrorist attacks against the U.S. presence in the Middle East, CENTCOM had relocated all command, control, and communication (C<sup>3</sup>) units to U.S. Navy ships in the Indian Ocean several years before. Due to relocation of the C<sup>3</sup> units onboard ships, the command structure survived Black Monday completely intact. This fleet of C<sup>3</sup> and supply ships, with their combat escorts, and three aircraft carrier battle groups (two from the Indian Ocean, one from the Mediterranean Sea) were able and willing to return to the United States.

Off of the East Coast of the United States the U.S. fleet merged with additional elements of the U.S. Atlantic fleet and the U.S. Coast Guard. Some ships anchored off of Langley, Virginia to render assistance there. Others moved to the second largest concentration of military activity: the Gulf of Mexico.

Civilian and Coast Guard ships lying off the Texas coast and unable to make port due to the presence of the undead on the mainland formed the nucleus of what would eventually become the Galveston Safe Zone.

With the arrival of the U.S. battle fleets and troop carriers in early 2011, Galveston Island was cleared of undead in a ferocious three-week battle. The causeways to Virginia Point and Follets Island were destroyed to isolate Galveston Island. The second action was two-pronged: seizure and clearance of Bolivar Island and destruction of the causeway to Gilchrist, and the creation of a “kill zone” and secured bridgehead on the mainland on the south edge of Texas City.

Once a bridgehead was established on the mainland outside of Texas City, the Galveston Island causeway was reestablished as a bridge built across a small fleet of barges. Each barge has been wired with explosives intended to destroy the new causeway in the event that the mainland bridgehead is lost to the undead. The bridgehead is kept open only by the constant efforts of remaining military personnel and civilian conscripts, as described below.

The bridgehead outside of Texas City allowed the U.S. fleet to gain access to several oil refineries and tank farms. It also allows helicopters to “hopscotch” inland using surviving military bases, government installations, and a few surviving civilian installations. The “New Independence Trail” consists of Galveston Island and the 7<sup>th</sup> Fleet, LBJ Space Center just south of Houston, Texas A&M University, Lackland Air Force Base and Fort Sam Houston in San Antonio, and Bergstrom Air Force Base in Austin.

At the same time, thousands of civilian ships, both private and commercial, began to arrive off of Galveston Island. Any attempt at control and registration of the new arrivals was hopeless, as the arriving vessels ranged in size from

inflatable life rafts to container cargo ships and oil tankers. Galveston Island and Bolivar Island are currently off-limits to any civilians who were not already present at the time the military seized these areas. The majority of civilians, therefore, live on board the countless ships that stretch to the horizon. The population of what has become known as Gulf City, USA are civilians of various nationalities, primarily from the United States, Mexico, Cuba, various Latin American nations, and the Caribbean islands. The total population is unknown, but is estimated at anywhere from 300,000 to one million or more. Ships and boats come and go at will, making any sort of census logistically impossible.

### **Life in Gulf City, USA**

Living in Gulf City is dangerous. There is no law beyond the law of the gun. Business dealings maintain some semblance of fairness only because of the fear of reprisals. Innumerable gangs and "self defense alliances" are the only protection that many civilians have, and this comes at a high price. Before the advent of the Ordog Effect, this protection would have been called racketeering and extortion. The only hard and fast rule is that people are beheaded after death and burned wherever possible. Failure to do this results in retaliatory attacks by thousands of neighbors who don't want the undead to become established on their floating city. Despite these efforts, there are a small number of Strain IIIA and Strain IV undead in Gulf City who live in hiding and who cover up their kills by disguising them as robbery-murders or inter-gang violence.

Food is scarce, consisting primarily of fish and dried seaweed. Canned or other preserved food is more valuable than gold. Water is supplied by hundreds of thousands of distillation units, usually scratch-built. Disease and malnutrition are endemic.

Almost anything can be bought, sold, or stolen in Gulf City. A new slave trade flourishes. Military personnel on leave frequent innumerable brothels. Drug dens and bars serving homemade liquor are as common as machine shops and scrap traders.

Still, it is safer than life on the mainland and almost as safe as Shore Patrol.

### **The Bridgehead and Shore Patrol**

*"...Offshore, ships were anchored in rows as far out to sea as either of them could see. Freighters, warships, a passenger liner, at least three supertankers. One aircraft carrier's deck was completely covered by a shantytown built of scrap metal and driftwood.*

*On shore, the helicopter passed over a broad swath of scorched ground, easily two miles wide, every building razed to its foundation, every strip of vegetation burned away. Behind this killing zone was a reinforced rampart of earth, razor wire and deadfalls. Rotting corpses littered the ground. Atop the wall stood sentry towers manned by soldiers. Apparently they had plenty of ammunition to judge from the sporadic crackle of gunfire. Combat Demolition Vehicles and armored tanks were making a foray into the killing zone, utilizing flame-throwers and flechette rounds to disperse or destroy groups of undead too numerous for the snipers.*

*The rampart stood against the sea. A flotilla of barges and floating pontoon bridges allowed limited and easily removable access to the island beyond. Along the beaches of the mainland and the island stretched several rows of razorwire barriers. The barriers started about twenty yards inland and extended into the sea to the low tide boundary. Countless corpses were entangled in the barriers, targets for the roving beach patrols of soldiers and militia armed with pikes and axes..."*

from "War of the Dead" © 2003 (sort of – see disclaimer), WD Robertson,

<http://www.geocities.com/Area51/Vault/9327/main.html>

New arrivals must make their own way in Gulf City, or apply for a job with the United States Navy. For new recruits, the Navy is much more than a job and much worse than any adventure.

After two to three weeks of minimal training consisting primarily of learning the rules of who is allowed to in which area or onto which ship, recruits are assigned to Shore Patrol. Shore Patrol consists of walking the razor wire barriers on both sides of the Intercoastal Waterway looking for undead that have made it through the killing zone and dispatching them with axes and pikes. These patrols are carried out twenty-four hours a day, seven days a week, three hundred and sixty-five days a year. The mortality rate for Shore Patrol is estimated to be at least 30%. Any breach of duty while on Shore Patrol (for example, sleeping, participating in trade or barter, or leaving one's assigned patrol zone) is punished by summary execution at best, or transfer to a Requisition Detail at worst. After a mandatory tour of three months on Shore Patrol, the recruit can apply for reassignment to a different job. If granted, more formalized military training will be received by the recruit.

The only exceptions to Shore Duty are recruits with prior military experience or demonstrable skills in science, engineering, or medicine. Recruits with prior military experience will receive six weeks of renewed basic training before

assignment to a suitable position. Engineers are usually directly assigned to a ship or refinery. Scientific personnel are sent to the Farm. Doctors, nurses, and medical technicians are directly assigned to one of the four hospital ships anchored offshore.

### **Requisition Detail**

Assignment to a Requisition Detail is tantamount to execution. It just takes longer to die. Military personnel and civilians found guilty of violating the Uniform Code of Military Justice (Revised) are commonly sentenced to Requisition Detail.

A Requisition Detail is typically twenty to thirty individuals armed with a variety of weapons, usually hand-to-hand. The group is transported to the inside edge of the killing zone and dismounted, then ordered to continue outside on foot. Each member of a Requisition Detail carries a list of needed supplies and equipment. It is up to the Requisition Detail to locate and return with these items. Returning without the required items is punished by summary execution. Returning with the required items is rewarded by transfer back to Shore Patrol for partial successes, or to better duties for complete successes. Most Requisition Details never return alive, although many do make it back to the razor wire as part of the undead horde.

### **Round-up Time**

*“...The roar could be felt long before it could be heard. On the ground, the restless dead began moaning in fear and confusion. Then the sound hit them, vibrating fragile bones, shaking the ground. In the sky, things. Bright, loud things. Moving things. The animated corpses that retained some semblance of memory pictured food in the roaring, floating things, and began moving in the same direction as the swarm.*

*The twenty Sea King cargo helicopters and their escorts moved rapidly inland. On the periphery of the flight were four Apache gunships, missile pods ready, cyber-linked chain guns swiveling anxiously beneath them. Each milling horde of the dead attracted the attention of the weapons, but the crews were too well trained. “Wasted ammo kills,” warned the memos back onboard the ship.*

*Metal cargo containers dangled at the end of long umbilicals from several of the Sea Kings, twisting slowly in the wind, impeding the speed of the fleet. But Flight Rodeo had all the time it needed. The target zone was only minutes away.*

“Round Up One, this is Cowboy. We have signs of habitation on the roof of...” There was a moment’s pause as Cowboy’s navigator referred to his maps. “On the roof of the Bank of America building. 14<sup>th</sup> and Commerce. I can see someone moving. He’s waving his shirt at us.”

“Copy, Cowboy. Inform Fleet HQ.”

“Copy, Round Up One.”

“Rodeo Flight, this is Round Up One. Acquisition Zone beneath us now. You know the drill. Let’s bag us some dead guys.”

*The dead in the parking lot knew something was wrong. The wind blew several of the least stable off of their feet, and there was a noise all around them. They spun about, confused, snapping at each other. A thing smashed into the ground among them, crushing several of their brethren, then the terrible noise receded. Those who were able craned their heads back to see the flying thing retreat into the sky. Another boom, and an opening appeared in the new thing sharing their territory. More howls of fear and confusion were exchanged. Then a new sound. A wonderful sound. Food was inside the box.*

“Round Up One, this is Wrangler Three. Cargo box deployed. Sound system activated. Removing to observation distance. Targets are definitely attracted to the playback. I can see them moving inside. The Farm’s gonna love this!”

*Of course they’re attracted, Round Up One commander thought. The bastards are hungry...”*

from “War of the Dead” © 2003 (sort of – see disclaimer), WD Robertson,  
<http://www.geocities.com/Area51/Vault/9327/main.html>

### **The Farm**

The worst kept secret of the Galveston Safe Zone is the “Farm” on Bolivar Island. The Farm is a makeshift containment area designed to contain specimens of the undead for study. The Farm is staffed by members of the U.S. Army and Marine Corps and a skeleton crew of civilian scientists and second-rate medical personnel. In layout, the Farm is a series of large cement pits surrounded by chain link fences topped with razor wire. Several modified cargo

containers serve as laboratory space and housing. An additional fenced area houses hundreds of pigs, most with capped shunts permanently installed in their jugular veins..

The undead are usually trapped in cargo containers lowered by transport helicopters into areas known to contain large numbers of the undead. These containers are transported back to the Farm for sorting. Sorting consists of separating undead with higher mental functions from those lacking such functions. The method of sorting is usually applying electrical shocks or dropping in booby-trapped canisters of pigs' blood.

Undead who are weeded out are destroyed and fed to the pigs. Undead who survive to "Graduation Day" are subjected to more and more stringent (and still lethal) testing. The end goal is to obtain trainable specimens to replace the Requisition Details. It is believed that undead can be taught to recognize various necessary supplies and return them to the Safe Zone in return for a steady source of living blood.

Infringement on the Farm by unauthorized personnel is punishable by summary execution and processing into pig food.

### **Another Day on the Farm**

*"...So why isn't it working?" Hayes demanded quietly.*

*"How the hell should I know? I'm a goddamn biologist, not a fucking shrink!" Reed shouted in frustration.*

*"They're not human. They don't need a psychiatrist. They need to be conditioned."*

*"Keep your damned mind games to yourself, sir!" Reed slammed down into his chair, slumping, sullen. "I gave you the collars, didn't I? I showed you how to train them! Why the hell won't you people leave me alone now?"*

*"Your country needs you, son," Hayes said patiently. "None of us can be left alone until this is over."*

*"Look," Reed began again, speaking slowly, trying once more to get his point across. "I am not a behavioral scientist. Hell, I haven't even been a biologist for nearly fifteen years. I'm a fucking quality manager. I've been driving a desk for Christ's sake!"*

*"Please refrain from blaspheming, son," Hayes said, oblivious. "It isn't good for morale."*

*"Yours or mine?" Reed asked venomously. "Look, I've shown you how to use electricity to condition reanimates not to attack anyone in a uniform. That's basic. If you can train a worm with electricity you can train a reanimate."*

*"We're all well aware of your contribution, son," Hayes interrupted. "Your knowledge is saving lives. You're a hero, son. But now it's time to move to Phase Two."*

*"You want me to teach them to recognize signals? Signs? Why the hell don't we just try and teach them to read?"*

*"That comes later. I have no doubt you can do it," Hayes said. "I know you've been under a lot of pressure, Reed, but—"*

*"But nothing!" Reed screamed, throwing a clipboard across the room, scattering papers in a white flurry. "Those bastards are animals now. They might've been human once, but not any more! Look! Look at this!" He brandished his lab coat at Hayes. A large ragged circle of material was missing from the sleeve. "If another link in the chain had stretched, I'd be strapped to the table in there!"*

*"No need to get hysterical, son," Hayes said. "We've had the restraints reinforced. And two more guards have been assigned to your staff."*

*"Oh yeah, my staff! Two Navy medics and ten Marines! Where the hell are the other scientists everyone keeps talking about? Which ship are they on?"*

*Hayes sighed in exasperation. "We're doing the best we can, Reed. We have to make do with what we have."*

*"Where are they?!"*

*"I'll expect your progress report Friday," Hayes said, his face showing not the least bit of empathy. The door closed and he was gone.*

*"Goddamnit all to hell," Reed muttered, stooping to gather the scattered papers, pausing as he heard the thunder of the approaching helicopters. "Goddamn us all to hell."*

*A few minutes later Reed stood by the fence, his lower face covered by a surgical mask smeared with menthol, as the unloading process began. He felt obliged to be present. If anything went wrong, he wanted to be here alongside the poor grunts doing the dirty work for Hayes.*

*He fingered his nine-millimeter pistol nervously as the dead thrashed and howled inside the cargo containers. Each box was rolled to a fenced enclosure, then the door was dropped open. The dead spilled out, a narrow chute forcing them to move in single file. On the other side of the enclosure, off duty soldiers were required to stand during offloading to urge the dead forward. The corpses that had been damaged during transit would be dispatched later if they were unable to follow.*

*"Yeah, that's right, ya dumb fuck!" one of the handlers shouted. "Ya don't have ta walk, but ya have ta get the fuck in there!" The corpse in question, legs shattered, flopped its way down the ramp, pelted by a hail of trash and rocks from the onlooking soldiers. When something interesting hit it, it paused to cram the morsel into its mouth. Finally the handler grew bored and simply shot it in the head. Any sound it made or smell it emitted was lost in the hollow screams and carnal-house reek of the processing area.*

*Processing was fiendishly efficient. Each corpse was snared with a choke stick, then after being restrained, was fitted with a heavy leather collar holding a capacitor and battery – a modified dog's shock collar. Upon release, the corpse was allowed to lunge forward into the sunken cement-lined pit. There were dozens of them in there. They were fished out with grappling hooks when new specimens were needed.*

*Conditioning started in the pit. Trainers stood on the edge in full view of the milling corpses. When the dead began to react, a transmitter was triggered, sending a sustained shock coursing through their damaged bodies. They might be immune to tear gas, but being made of flesh, they were not immune to electricity. Or discomfort, it seemed. This was repeated on the new specimens until they began to separate into two groups: the ones who still continued to reach for the trainers, and the ones who retreated or stood still.*

*Graduation consisted of dispatching the "failing" students – Why the hell not? The snipers need to practice, Reed thought. The "graduates" were then herded to a new enclosure. Reed had to admit that the system had yielded useful results. Of every hundred of the dead brought to the island, a few would pass "Final Exams." And those...*

*A crackle of gunfire erupted from the Processing chute. Apparently some of the new specimens had decided not to cooperate.*

*"Bloody hell," Reed muttered, turning back to the prefabricated laboratory..."*

from "War of the Dead" © 2003 (sort of – see disclaimer), WD Robertson,  
<http://www.geocities.com/Area51/Vault/9327/main.html>

## **Wars**

For the most part, there are very few nations that can still field credible military forces, and the struggle of survival against the undead always takes precedence over struggles between living human factions. This is not due to nobility of the human spirit. It is simple logic: wars inevitably create more undead, and undead in the area are drawn to the noise and presence of large groups of living humans. Most attempts at war on land quickly dissolve into battles between small groups of soldiers cut off from their comrades by hordes of howling corpses. There are two notable current exceptions.

### **Antarctica: the Cold War**

The Cold War is being waged for the remaining ice-free territory and scientific stations on the Antarctica Peninsula. Current participants are surviving elements of the militaries of South Africa, Argentina, and NATO, with Argentina currently holding the high ground on a dormant volcano. Antarctica is too cold to allow the propagation of the Ordog Organism, but rumors persist among the fragile network of ham radio operators scattered around the world that the conflict is actually for possession of "something strange" found buried in an ancient lava flow beneath the dormant volcano.

- **New Zealand**

New Zealand is involved in a war between the “indigenous” Maori and Europeans and surviving elements of the Chinese Navy. Very few details are known to anyone not in the area. What is known is that the Chinese control the sea around the two islands and about two-thirds of South Island.

- **Nuke ‘em All!**

Between 12 May and 17 July 2012, approximately 28 megatons of nuclear weapons were detonated over “highly contaminated” areas of the United States. This was the last concerted effort to control the spread of the Ordog Effect in North America. It failed miserably.

There were approximately 40 nuclear detonations in rural and urban areas that had been “largely abandoned” by living humans, most of these being on the East Coast and in the upper Midwest. The nuclear firestorms annihilated millions of the undead along with any living humans still in the targeted areas. The resulting radioactive fallout killed hundreds of thousands more humans, adding to the ranks of the undead.

- The same “solution” has been attempted at least four other times between 2011 and 2013 by other nations (The Peoples’ Republic of China, The Russian Republic twice, and North Korea).
- A total of approximately 250 megatons of nuclear weapons have been utilized to date (March 2014). The only measurable result has been a small-scale nuclear winter. There are now far more dark, cloudy days than in the pre-Rise years.

## **The Dead**

### **Official U.S. Government Terminology:**

Reanimated Cadaver, Infected Individual, Stable Disease

### **Slang:**

Vampire, Blood Sucker, Zombie, Undead, Living Dead

### **Origins of the Ordog Effect:**

#### **What Everyone Knows:**

Vampires, the undead, walking corpses have taken over the world and killed almost everyone, adding to their ranks.

1. The Ordog Effect began in late 2010 and continues to the present time (2014).
2. The “vampire plague” began in the United States, the United Kingdom, and a handful of other countries, then spread around the world in a matter of months.
3. If one of the undead bites you, you die and become one of the living dead.
4. If you are killed by the undead, you come back from the dead in a matter of minutes.
5. If you are bitten by the undead and survive, reanimation takes longer.
6. It’s better to shoot the wounded than to wait for them to change.

#### **Zombie Master Information:**

Surviving humans are learning to cope with the reanimated corpses that most call vampires. These are not the vampires of myth. They avoid sunlight, but will hunt under the blazing sun when prey is at hand. Garlic and holy water have no effect on the blood-drinking corpses. They cast reflections and do not turn into bats or clouds or mist. And they are definitely not hip, trendy, or darkly moody gothic icons.

1. The Ordog Effect began in late 2010 and had become pandemic by mid-2011. Virtually every person in the world was infected by the Ordog Organism between late 2010 and mid-2011 AD. This infection

was the direct result of a biological weapon attack carried out by terrorists using bioweapons recovered from an abandoned storage site in the former Soviet Union.

2. The first cases were not in the United States and England as is believed by most survivors. The initial cases occurred in central Asia when the bioweapons were first recovered and experimentation began, but the extremely low population density of the region prevented the spread of the disease to regions of higher population.

As noted in "The Ordog Effect", the Ordog Organism is a life form of an intermediate stage between protozoans and fungi. The Ordog Organism reproduces by means of spores, and over the course of the last three years, every known living human on earth has been infected either by airborne spores or by spores transmitted by the transfer of blood or other fluids.

3. Undead are created when a human infected with the Ordog Organism dies. Reanimation generally occurs within one hour of death. Reanimation is caused by the ability of the Ordog Organism to form colonies that can, to varying degrees, replace organ systems that cease functioning or are destroyed due to clinical death.
4. The time required for reanimation is usually related to the number of Ordog Organism colonies in the host. Humans who die, whether of natural causes, violence, or wounds inflicted by the undead will reanimate into a walking corpse in less than one hour in most cases. Humans who are bitten by the undead but survive will transform into undead in a matter of weeks after a long wasting disease.
5. There is no known treatment or cure for the Ordog Effect. Most survivors do not know that the Effect is caused by a parasitic protozoan-like organism. Even if that fact is known, there is no available treatment that doesn't kill the infected human in the process. To be bitten is to be doomed.

### **Ordog Undead Characteristics**

#### **What Everyone Knows:**

1. The dead attack the living to drink their blood. (True)
2. The dead are afraid of the sun and other bright lights. (True)
3. The dead can smell living people from miles away. (False, well, exaggerated at least.)
4. The dead are easy to identify because they are pale or albino or look like walking corpses. (True)
5. The living dead have fangs, so they are Vampires. (True/False)
6. Only humans can come back from the dead. (False)

## Zombie Master Information:

1. As long as the brain remains intact, the corpse will attempt to seek out and devour the living. The undead will attack any warm-blooded animal, with humans being their preferred prey. The undead will consume the blood of their victims until the victim has died and the corpse cools to ambient temperature. At that point, the undead will cease feeding and move away in search of new victims.
2. One characteristic is apparent among all strains and types of Ordog undead: avoidance of sunlight or bright lights in the ultraviolet range. Sunlight and UV lights do not damage the undead in any obvious way, but **all die rolls made by the undead are at -1 to -3 when in direct sunlight**, depending on the time of day, cloud cover, etc.. During daylight hours, in the absence of obvious living human prey, cities that have fallen to the walking dead appear to be deserted. Zombie Masters should also note that all strains of Ordog undead *will* pursue living prey into direct sunlight, bright UV lights, and even burning buildings in their quest for blood.

When exposed to direct sunlight, the undead can be observed to try and avoid moving through areas without overhead cover. If they must move into bright light or direct sunlight (crossing a street, for example) the undead can be observed to occasionally glance overhead and cringe. This is a leftover autonomic response that has no real effect in game terms, although it is possible cast members or extras may believe it does.

Of more immediate impact to most player characters, the undead tend to seek cover during daylight hours if they are not actively pursuing living humans (i.e. they will continue an assault or pursuit that was begun during the night, but are not likely to initiate new ones unless suffering from Starvation as described in the AFMBE rulebook).

In darkened environments and after nightfall, Ordog undead are much more aggressive regardless of their Strain.

3. The Life Sense of the undead is based on their increased reliance on primitive senses located in the reptilian cortex of the brain. In other words, they are attracted to human pheromones and other related odors, and to the heated carbon dioxide exhaled by warm-blooded mammals. Range is measured in yards rather than miles, however. Some of the undead use other means to ferret out living humans. Strain IIIA and IV undead in particular may look for signs of living humans including evidence of farming, repair of damaged buildings, clouds of flies attracted to latrines, etc.
4. All Ordog undead eventually lose pigmentation in their hair and skin (the Ordog organism does not maintain production of melanin or other pigments), though this may not be readily apparent. Stage IIIA and IV Ordog undead may disguise themselves with makeup. All strains may simply be covered in filth and grim, dried blood, etc. to the point that their lack of pigmentation is not easy to notice.
5. The Ordog Effect does not change the teeth of those individuals who are reanimated by most strains. The vast majority of stories of fanged blood drinkers are probably due to the fact that Ordog undead in their frantic quest for blood, will lap up blood from the ground or streets. When the blood is gone, they may spend time chewing on the ground or pavement, not realizing the blood came originally from the now-bloodless corpse nearby. This eventually chips and splinters the undeads' teeth into shards of enamel, giving them the appearance of having fangs.

Strain III, IIIA and IV undead *do* develop fangs, however. The colonies of the Ordog organism infesting their bodies are capable of modifying the body to allow for more efficient predation. This is more fully described in the specific sections for each Ordog strain.

6. Apes of the Family Pongidae (the great apes: chimpanzees, gorillas, gibbons and orangutans) can indeed be reanimated into Stage I, IA, II, III, and IIIA undead. However, these living dead apes are so rare as to be completely unknown to virtually all living survivors. The reader is referred to the Eden

Studios roleplaying game “*Terra Primate*” for information on great apes and ape zombies if they choose to include them. Alternately, give the appropriate Strain of Ordog undead the following traits and adjust Power accordingly:

- Getting Around: The Quick Dead, Leaping, and Climbing
- Strength: Monstrous Strength, Damage Resistance, Iron Grip, Claws, Teeth, Hug of Death
- Intelligence: NO Language, Tool Use, Long Term Memory, or Problem Solving
- Obviously, a survivor would NOT want to meet one of the living dead primates.
- The Ordog Organism can be transmitted from ape to human and human to ape. One size fits all higher primates in the Ordog Effect.

## Ordog Zombie Strains

In the early days of the Rise it was widely believed that the undead were living humans driven to acts of murder and cannibalism by chemical or biological weapons. As the Rise progressed, however, surviving medical and scientific facilities were able to confirm what people in the field had long suspected: the Ordog (*Russian: “Devil”*) Effect was caused by a biological agent, and there were multiple strains of the agent, some of which caused widely varying effects.

Strain I, IA, II, III and IIIA undead account for approximately 90% of all undead in the Ordog Effect Deadworld. During the first year of the Ordog Effect, most Ordog undead were of Strains I and II. During the second year, Strains IA, III and IIIA began appearing in larger numbers. During the third year, Strain IV undead and living individuals with Stable Disease were noted. Strain V individuals are not currently known to the vast majority of survivors.

The separating factor between Strains of undead appears to be the manner in which a human dies. The cause for this difference is believe by surviving medical and scientific personnel to be due to the different levels of the Ordog organism either already present in the person or introduced after attack, and the time the colonies of the Ordog organism have available to invade, integrate, replace, or co-opt normal human tissues.

- People killed by Strain I, IA, II, III, and IIIA undead reanimate as Strain I undead.
- People who are bitten by the above Strains of undead but who survive the attack suffer a slow death from a wasting disease and reanimate as Strain II undead.
- People who die from any other reason (i.e. not killed by the undead or bitten by them) reanimate as Strain III undead.

## Population, Living and Dead

At the time the Ordog Effect began (mid-to late-2010), the population of the United States was approximately 400 million, including legal citizens, unregistered illegal aliens, and foreign nationals.

In terms of “demographics”, the current human population of the United States, both living and dead, in early 2014 is:

Category	Approximate population (%)
Strain I	45,000,000 (~14%)
Strain IA	75,000,000 (~24%)
Strain II	50,000,000 (~16%)
Strain III	32,000,000 (~10%)
Strain IIIA	50,000,000 (~16%)
Strain IV	20,000,000 (~6%)
Stable Disease	55,000 (>0.01%)
Unaffected living humans	43,000,000 (~14%)
<b>Total*</b>	<b>315,000,000** (~100%)</b>

\*Total population does not include individuals who were killed after being reanimated or otherwise overtly effected by the Ordog Effect, or who were so damaged in military actions during the early months of the Ordog Effect that there was no possibility of reanimation by the Ordog Organism.

\*\*There are approximately 3000 Strain V Ordog undead (Wampyri) in the United States in 2014.

Roughly 85 million people in the United States have been incinerated, disintegrated, dissolved, nuked, or otherwise rendered incapable of reanimation since 2010.

Approximately 14% of the population of the United States remains alive in 2014, including individuals with Stable Disease. They are outnumbered almost 10 to 1 by the various strains of Ordog undead. Most survive in rural areas, small well-fortified towns, military bases, or military-controlled “Safe Zones”.

### Undead Random Encounters

When undead are encountered in the world of the Ordog Effect, the following chart is recommended:

Die Roll	Undead Type
01-10	Strain I
11-18	Strain IA
19-30	Strain II
31-65	Mixed group: one or more each of Strain I, IA, and II
66-76	Strain III
77-85	Strain IIIA
86-99	Mixed group: one or more each of Strain I, IA, II, III, IIIA
100	Strain IV

The number of undead encountered in “The Ordog Effect” should be modified as follows:

Zombies (1d6 X 1d6)	Strain I, IA, II, III and/or IIIA
Zombies (1D6 X 100)	Strain I, IA, and II. Perhaps 1D6 packs* of Strain III and/or IIIA.
Zombies (dozens)	Strain I, IA, and II. Perhaps 1D6 Strain III and/or IIIA.
Zombies (hundreds)	Strain I, IA, and II. Perhaps 1D6 packs* of Strain III and/or IIIA.
Zombies (thousands)	Strain I, IA, and II. Perhaps 1D10 packs* of Strain III and/or IIIA.

\*A pack of Strain III or IIIA undead is usually no more than 1D6 X 1D6 members. Most packs average 12 members or less. Multiple packs in the same area may be hunting cooperatively, or may be competing with one another for living blood.

### Undead Strain Descriptions and Details

#### Strain I (Slang: Zombies, Doggies, Ordies)

Infected persons killed by Ordog undead reanimate as described in “The Ordog Effect”. These individuals are blood-drinking, shambling corpses. Only a constant supply of fresh living blood holds decomposition at bay. These reanimated cadavers have only the most basic mental functions, in effect becoming mindless predators after reanimation. Physiological functions are non-existent or not measurable (i.e. the individual is clinically dead). Strain I undead are cold-blooded, and are capable of sustained activity only after long periods of torpor.

Immediately after clinical death occurs, the Ordog organism begins to grow rapidly by utilizing the blood proteins of the deceased and takes over the body in a matter of minutes (1D4 X 20 minutes). At that point the body reanimates as an undead.

#### Strain IA (Slang: Smart Zombies, Smart Doggies, Gifted Ordies)

With time, Strain I undead can recover some mental function in the same manner as victims of brain trauma can sometimes recover lost functions. Mental function is still slow, partial, and highly impaired, but Strain IA undead are able to use basic tools and may remember limited aspects of their lives and recover some memories (for example, a Strain IA undead may be able to recall that people travel in automobiles or along roads, or that machinery sounds are associated with living humans). Strain IA undead may attempt

to perform activities with which they were familiar before dying and reanimating. These attempts always fail, as the wailing corpse lacks the necessary cognitive ability and coordination to do more than stagger forward, grapple, and bite.

Recently created Strain I and IA undead are stronger and faster than Strain I and IA undead who have been weakened physically by exposure to the elements, wounds, and decomposition. Decomposition occurs in the reanimated dead at a much-reduced rate due to their partially functional immune systems.

They are still walking cesspools of disease and filth, however. Reeking of bacteria and rot, drooling bacteria- and *Pseudomycelium*-laced saliva, simply being downwind or downstream from congregations of the dead is enough to make a survivor sick through transmission of airborne disease.

Infected persons who are attacked by Ordog undead but survive their wounds are termed Strain II undead after reanimation.

### Strain II (Slang: Walking Dead, Ghouls)

Infected individuals who are attacked by Ordog undead but who survive the attack will eventually die and reanimate as Strain II undead due to the massive infestation of their bodies by additional colonies of the Ordog organism sustained during the initial attack. Strain II undead are similar to Strain I and IA undead, but do not show as many signs of clinical death and decomposition. Strain II undead are gaunt and pale, but retain more mental functions than Strain I undead. Strain II undead are not typically attacked by Strain I or IA undead. Like Strain I and IA undead, Strain II undead are cold-blooded.

One significant difference may be apparent to living humans between Strain I undead and Strain II and higher undead. Undead of Strain II and higher are able to walk backwards and pivot on their heels. Strain I undead lack the motor coordination to move in any direction other than forward and to make turns in anything other than slow laborious arcs.

Each day thereafter being wounded by an Ordog undead of any strain, the wounded cast member or extra must test CON X 2 vs. the Ordog's Contagion STR (3) X 2. If the test fails, the carrier loses one point from either STR, DEX, or CON. Once any physical attribute reaches 0, the carrier is bedridden and unable to function normally. This continues until the carrier dies and reanimates as a Strain II undead.

### Strain I, IA and II Undead (Fresh/Recently reanimated)

Weak Spot	Brain (Dead Points 15)
Getting Around	Life Like
Strength	Dead Joe Average
Senses	Like the Dead; Life Sense (10 yards)
Sustenance	Blood*, Weekly
Intelligence	Dumb as Dead Wood, Tool Use (Level 1), Animal Cunning, Long Term Memory**
Spreading the Love	One Bite and You're Hooked
Special Zombie Features	Dr. Doolittle ("Coffee Break of the Living Dead" (AFMBE Zombie Master Screen)***
Power	30
Str 2 Dex 2 Con 2 Int 2** Per 1 Wil 2 Spd 4 Essence 11	
Skills: Brawling 2; Attack: Bite D4X2 slashing	

\*Ordog undead attack their victims to obtain blood, but since the human jaw and dentition is not designed for anything other than biting, many living humans believe the undead are cannibalistic flesh eaters. Very few people have managed to get close enough to feeding undead to find out this largely meaningless bit of trivia.

\*\*Ordog undead tend to imitate activities in which they were often engaged while alive when there are no living humans or other mammals around to attract their attention.

\*\*\*A few percent of all Stage I, IA, II, III and IIIA undead have one or more of the following Special Zombie Features: Diseased Corpse (Power + 2), Noxious Odor (Power + 5), and/or Explosive Personality (Power +2/+5).

### Strain I, IA and II Undead (after decomposition has set in)

Weak Spot	Brain (Dead Points 15)
Getting Around	Slow and Steady
Strength	Ninety-Pound Weakling
Senses	Like the Dead; Life Sense (10 yards)
Sustenance	Blood*, Weekly
Intelligence	Dumb as Dead Wood, Tool Use (Level 1), Animal Cunning, Long Term Memory**
Spreading the Love	One Bite and You're Hooked
Special Zombie Features	Dr. Doolittle ("Coffee Break of the Living Dead" (AFMBE Zombie Master Screen)***
Power	24
Str 1 Dex 1 Con 2 Int -2 Per 1 Wil 2 Spd 2 Skills: Brawling 1, Attack: Bite D4X2 slashing	

\*Ordog undead attack their victims to obtain blood, but since the human jaw and dentition is not designed for anything other than biting, many living humans believe the undead are cannibalistic flesh eaters. Very few people have managed to get close enough to feeding undead to find out this largely meaningless bit of trivia.

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### Strain III (Slang: Vampires, Blood Suckers)

Infected individuals who die of natural causes (i.e. not killed or wounded by the undead) and are not cremated will reanimate as Strain III undead. Strain III undead vaguely resemble the "wampyri" of Eastern European legends: they are not obviously dead at first (but are pale, appear disoriented, lack normal mental functions, develop exaggerated canine teeth, and avoid light) and are immune to pain and most injuries (Weak Spot, Brain). Strain III undead can also recover Dead Points as described in "Coffee Break of the Living Dead" (AFMBE Zombie Master Screen). They are heterothermic, retaining some regulation of body temperature, but are not usually capable of higher mental functions. Effective intelligence is usually animalistic. Strain III undead appear incapable of abstract thought or time binding, but are capable of acting in concert, forming temporary "packs" in order to increase their chances of successfully overcoming living humans.

Fortunately for the living, the corpse must have been infected with the Ordog organism before death. This fact has prevented the billions of people who died prior to the advent of the Ordog Effect from reanimating.

Strain III undead do not appear to decompose, but do become more corpse-like as time progresses. Within a number of months (equal to the Constitution of the cast member or extra) of transformation into a Strain III undead, the corpse can no longer pass for a living human.

### Strain IIIA (Vampires, Blood Suckers, Predators)

As with Strain IA undead, Strain IIIA undead have survived long enough to recover some of their mental functions. A few (perhaps 10-20%) are able to achieve near-complete memory recall, along with mental processes similar to those of living humans. These beings remain physiologically and psychologically impaired and are still highly predatory.

They may recall being living humans, but do not identify with living humans in any way. Living humans are prey to Strain IIIA undead. Strain IIIA undead intelligence is manifested as the ability to anticipate the activities and goals of living humans, resulting in more successful predation. They are capable of speech if the necessary organs are still intact, but do not always seem to understand the words they say or to comprehend what they are told. This ability is always used to signal other Strain III undead or to lure living humans into ambushes.

Strain III and IIIA undead will also attack other Strain I, IA and II undead who have recently fed before the “lesser” undead can utilize living blood that they have consumed. Strain I and II undead are largely incapable of defending themselves, and seldom demonstrate any awareness of being attacked by Strain III undead. Strain III and IIIA undead will also attack each other when subjected to Starvation. Hunting packs will attack solitary III and IIIA undead first, then other packs afterwards.

### Ordog Zombies, Strain III and IIIA

Weak Spot	Brain (Dead Points 15)
Getting Around	Life Like to The Quick Dead
Strength	Dead Joe Average to Strong Like Bull, Teeth
Senses	Like the Dead; Life Sense (30 yards)
Sustenance	Blood**, Weekly
Intelligence	Dumb as Dead Wood, Tool Use (Level 1 to 2), Animal Cunning, Long Term Memory**, Language, Teamwork, Problem Solving
Spreading the Love	Only the Dead
Special Zombie Features	Dr. Doolittle (“Coffee Break of the Living Dead” (AFMBE Zombie Master Screen)***
Power	56 to 70+
Str 2 or 4 Dex 2 Con 2 Int 2** Per 3 Wil 2 Spd 4	
Skills: Brawling 4, Stealth 3, Tracking 2; Attack: Bite D4X2 slashing (or 6/Turn)	

\*There are no differences in ability for Stage III and IIIA Ordog undead between night and day, but as with all Ordog undead, Stage III and IIIA zombies avoid sunlight and bright light whenever and wherever possible. This may involve staying indoors, moving through the shadows of buildings, or wearing hats or blankets or other coverings in the case of Strain IIIA and IIIB undead.

\*\*Ordog undead tend to imitate activities in which they were often engaged while alive when there are no living humans or other mammals around to attract their attention. In the case of Strain IIIA and IIIB undead, they may actually engage in activities with which they were familiar before death.

\*\*\* A few percent of all Stage I, IA, II, III and IIIA undead have one or more of the following Special Zombie Features: Diseased Corpse (Power + 2), Noxious Odor (Power + 5), and/or Explosive Personality (Power +2/+5).

### Strain IV (Vampires, Draculas, Dracs)

A small percent of humans (1-2%) who die from any cause can become Strain IV undead. A smaller percent of living humans (1% or less, perhaps 1 in 500,000) appear to transition directly to Strain IV undead without undergoing clinical death. The reason for this is currently unknown, but *may* be related to an impaired, compromised, or abnormal immune system prior to clinical death and complete infestation by Ordog organism colonies. An alternated theory that is quickly gaining strength is that becoming Strain IV undead is the fate of all humans who have been diagnosed with Stable Disease.

Strain IV undead are capable of complete and unimpaired mental function, but the transition from living human through clinical death and subsequent reanimation as Strain IV undead usually drives the individual quite mad. Their need for living blood almost always overrides any previously held morality or ethics, even if an alternate source of blood can be found. Humans who transition directly to Strain IV undead are usually more “sane” than those who died and were reanimated. Sanity among Strain IV undead is relative, however. The most mentally stable are paranoid, psychotic, and delusional.

Strain IV undead are homothermic (i.e. warm-blooded), and are at least as strong and quick as they were in life. They are immune to pain and most injuries as are other Ordog undead due to the infestation of their bodies and replacement of most normal tissue by Ordog organism colonies. Strain IV undead are also able to heal injuries (unless killed by disruption of the brain) as described in “Coffee Break of the Living Dead” (AFMBE Zombie Master Screen) and with their Special Ability of Regeneration (Level 1). If a Strain IV undead manages to avoid being killed outright, they are immortal for all intents and purposes. Their bodies cease aging when they become Strain IV undead.

Strain IV undead are able to command lesser undead strains to some degree. This ranges from simply preventing attacks by the lesser undead to being able to command lesser undead. This ability is poorly documented and not currently understood by surviving humans. In game terms, Strain III and IIIA undead must make a Difficult Willpower check to resist pheromonal commands sent by the Ordog organism colonies in Strain IV undead. Strain I, IA and II undead do not obey Strain IV undead, but do not attack them either.

### Strain IV Undead

Weak Spot	Brain (Dead Points 15)
Getting Around	Life Like to The Quick Dead
Strength	Dead Joe Average to Strong Like Bull, Teeth
Senses	Like a Hawk; Life Sense (30 yards)
Sustenance	Blood, Weekly
Intelligence*	Dumb as Dead Wood, Tool Use (Level 3), Animal Cunning (level 2), Long Term Memory, Language, Teamwork, Problem Solving
Spreading the Love	Unknown***
Special Zombie Features	Regeneration (Level 1), Seal the Dead, Raise the Dead**
Power	At least 53 to 75+
Str 2 or 4 Dex 2 to 3 Con 2 Int 2** Per 3 Wil 2 Spd 4 to 18	
Skills: Brawling 4, Stealth 3, Tracking 2; Attack: Bite D4X2 slashing (or 6/Turn)	

\*For all intents and purposes, Stage IV undead have fully functional human intelligence. Emotional functioning and sanity are another issue altogether.

\*\* See "Dawn of the Zombie Lords", AFMBE rulebook.

\*\*\*Both theories are correct. Strain IV undead are a result of drastically accelerated Stable Disease progression coupled with genetic abnormalities in the immune system of infected individuals.

### Stable Disease

Very rare infested individuals may develop Stable Disease without having massive doses of the Ordog Organism introduced into their bodies by undead bites. In this event, the Ordog Organism is not held in check by the individual's immune system, nor does the parasite overrun the individual's body. Rather, the Ordog Organism colonies infesting the individual become symbiotic. These individuals are not dead, but can be killed just as easily (in most cases) as a normal human, and are subject to attack by all strains of Ordog undead.

This is the rarest form of infestation by the Ordog Organism, occurring in less than 0.1% of the population. There was the potential for as many as 400,000 of these individuals in what was once the United States, but this potential population has been substantially reduced since the beginning of the Rise. A more realistic count is something like 55,000 individuals.

Stable Ordog Disease results in a symbiosis between the Ordog Organism and it's host. This may be manifested in various ways depending on the specific strain of Ordog Organism which is infesting the host. Stable Ordog Disease does not affect the individual's relationship with Ordog Zombies. All strains of Ordog undead will attack living individuals with Stable Disease as readily as any other living humans.

See **The Living** section (below) for further details on Stable Disease.

There is a hypothetical **Strain V** undead: individuals like the "strange" person taken into KGB custody in Romania following World War II as described in the Ordog Effect Deadworld. A very few unfortunate survivors have learned the truth, however.

## **The New Lords of the Earth**

### **Strain V Undead (Vampires)**

These inscrutable and ancient, immortal beings exist in the image of Man, but have little in common with their ancestral species. Strain V Ordog undead are what living humans with Stable Disease are evolving towards. Strain V undead are the perfect balance of human and Ordog Organism. They are also the “vampires” of human legend and the original source of the Ordog Effect.

Strain V undead feed on blood from any warm-blooded source but prefer human blood for the rarer proteins and trace elements present. Strain V undead are not typically subject to attack by lesser strains of Ordog undead, as they are undead themselves. Strain I, IA and II undead ignore Strain V undead. Strain III and IIIA undead might be tempted to attack a Strain V who has recently fed on living human blood, but the Strain V is able to compel obedience from Strain III and IIIA undead. Strain IV undead would not dare attack a Strain V under normal conditions unless they were unaware of the power of the Strain V undead. Strain IV undead are also subject to the controlling powers of Strain V undead but are allowed a Difficult Willpower check to resist.

Strain V undead are fascinated by humans with Stable Disease. They are also concerned that their food supply (living humans) has rapidly dwindled over the course of the last four years. Because of this concern, Strain V undead are often behind the formation of “Safe Zones” or other areas of relative safety for living humans. This does *not* indicate empathy or concern for living humans. Strain V undead see these efforts much in the same way that ranchers engage in range management and livestock maintenance and wildlife biologists attempt to maintain genetically viable populations of endangered species.

Part of this fascination with Stable Disease is due to the progress of Stable Disease to Strain IV undead over a period of months to years. Although it is not currently known to surviving humans, Strain IV undead will eventually develop into Strain V undead given enough time (decades to centuries) as their bodies gradually achieve a balance with their Ordog organism colonies. There have been no new Strain IV undead in centuries, so the current Strain V undead see this as an opportunity to learn more about their condition and ultimate fate. They themselves fear transition to something even less human given enough time.

The existence of Strain V undead is unknown to all but a few living humans due to their ability to implant false memories or erase true memories. An experienced and talented Strain V undead could sit in the same room as a field commander for months and never be noticed, all the while feeding a constant sting of commands to the military leader. The field commander would believe the ideas were his or her own.

- The number of Strain V undead in the world is unknown. It is probably less than a few million worldwide.
- The manner in which Strain V undead are created is unknown.
- The origin of Strain V undead is unknown.
- What part, if any, the Strain V undead have played in the rapid spread of the Ordog Effect is unknown.

If Strain V undead are used in the Ordog Effect Deadworld, there are a variety of options depending on the taste and preference of the Zombie Master. Six are presented here. Strain V undead should not be the focus of Ordog Effect campaigns. They are too rare to be easily located and too powerful for most cast members. My personal preference is to use Version 3, as there is a supernatural aspect to this Deadworld despite the emphasis on scientific explanations of the Ordog Effect.

## Ordog Zombies, Strain V (Unisystem, All Flesh Must Be Eaten), Version 0

Weak Spot	Brain (Dead Points 15)
Getting Around	The Quick Dead, Leaping, The Lunge, Aquatic, Climbing
Strength	Monstrous Strength, Damage Resistance, Iron Grip, Claws, Teeth
Senses	Like Nothing You've Ever Seen; Life Sense (60 yards)
Sustenance	Blood, Weekly
Intelligence*	Dumb as Dead Wood, Tool Use (Level 3), Animal Cunning (level 2), Long Term Memory, Language, Teamwork, Problem Solving
Spreading the Love	Only the Dead
Special Zombie Features	Regeneration (level 2), Manipulation***, Seal the Dead, Raise the Dead****, Dr. Doolittle ("Coffee Break of the Living Dead", AFMBE Zombie Master Screen)
Power	At least 108+
Str 7 Dex 3 Con 4 Int 4** Per 6 Wil 5 Spd 18 Essence 13+	
Skills**: <b>Brawling 4, Stealth 3, Tracking 2; Attack: Bite D4X2 slashing</b>	

\*For all intents and purposes, Stage V Ordog zombies have fully functional human intelligence. Emotional functioning and sanity are another issue altogether.

\*\*Skills will resemble those of a Survivor Cast Member, but knowledge may be outdated.

\*\*\***Manipulation: New Ability:** This represents centuries worth of experience in deal with, anticipating, and manipulating the behavior of living humans. It is the basis for the legends of vampiric mind control and shape shifting. When a Strain V Ordog undead uses Manipulation, a living human has to make a Difficult Willpower test at -4 in order to resist doing what the undead asks, including forgetting that anything happened. Effects can include implanting false memories, compelling the target to reveal anything/everything they know, compelling the target to carry out the commands of the zombie even if they conflict with the target's basic sense of right and wrong (the undead is just tapping into that pool of wickedness that exists inside every person's mind), etc.

\*\*\*\*See "Dawn of the Zombie Lords", AFMBE rulebook.

## Alternate Strain V Undead (Unisystem, WitchCraft), Version 1

One alternate recommendation is to use a modified version of the Vampires presented in the sourcebook "Mystery Codex" for the Unisystem RPG "C.J. Carella's WitchCraft". Remove all aspects of supernatural power from the Vampires, and you end up with something like this:

1. Create the Strain V undead from a human archetype (typically a Survivor). All physical attributes will be between 4 (absolute minimum) and 7 on average, sometimes higher. Mental attributes will be between 3 and 7 on average, sometimes higher.
2. Being dead has the advantage of leaving the Strain V undead tireless (ignore Endurance), immortal (ignore aging effects), and largely resistant to damage (heal 1 point of damage per level of Willpower at the end of each turn, even if reduced to 0 or less Life Points).
3. Strain V undead are capable of inflicting immense damage due to their age (centuries of experience), optimization of their physical structure and a small degree of mutability of form made possible by integrated colonies of the Ordog Organism. An "average" Strain V undead can inflict up to 1D10 X Strength (Slashing) per physical attack.
4. Strain V undead (again, due to centuries of experience in manipulating the minds of living humans) are capable of implanting ideas and manipulating the emotions of living humans. The target must make a Difficult Willpower test to resist the effects of this mental/emotional manipulation.
5. To represent the extreme age of most Strain V undead, use a modified version of the Supernatural Quality: Old Soul from the AFMBE rulebook. Rather than recalling past lives, Strain V undead are literally recalling skills learned in previous years and kept stored for some future time when they might be useful.

### **Alternate Strain V Undead (Unisystem, WitchCraft), Version 2**

Create Strain V undead using the "Mystery Codex" for the Unisystem RPG "C.J. Carella's WitchCraft".

All Strain V undead have the following Qualities/Drawbacks:

1. Vampire (Supernatural Quality)
2. Bloodthirst (Drawback)
3. Manipulate Emotions (Quality)
4. Age (Supernatural Quality)
5. Old Soul (Supernatural Quality/AFMBE)

### **Alternate Strain V Undead (Unisystem, WitchCraft), Version 3**

Create Strain V undead utilizing the "Mystery Codex" for the Unisystem RPG "C.J. Carella's WitchCraft". Use whatever level of supernatural abilities you prefer. This is my personal preference, allowing for a wide variety of Strain V undead. However, to retain the feeling of the Ordog Effect world (vampirism gone out of control due to human intervention), I'd strongly recommend the same Qualities/Drawbacks listed for Version 2.

### **Alternate Strain V Undead (Unisystem, WitchCraft), Version 4**

I'm not very familiar with Eden Studio's "Buffy the Vampire Slayer" RPG, but some of the undead critters and rules for their creation might be useful.

### **Alternate Strain V Undead (Unisystem, WitchCraft), Version 5**

1. Use whatever rules/characteristics suit you, or
2. Discard the concept of Strain V undead altogether.

## **The Living**

### **Stable Disease**

Stable Disease is a new phenomenon that has appeared since the advent of the Ordog Effect. It describes the stabilization of Ordog organism colonies in a living human, resulting in a mutually beneficial symbiosis in some cases, and changes to the living human's physiology in all cases.

Stable Disease manifests itself gradually, in one or more of the following ways: development of Life Sense, sensitivity to sunlight, albinism, blood drinking, or enhanced physical abilities. Rare individuals may develop all of these traits if they survive long enough. This is purely at the discretion of the Zombie Master.

Allowing cast members to have Stable Disease is purely the discretion of the Zombie Master. My best advice, based on play testing using various rules systems over the years, is to disallow any cast members to begin with Stable Disease. Instead, spring it on one or more of them later in the campaign. It makes for better roleplaying, adds a distinct unknown quality, and increases suspense within the group of cast members and their associated extras.

In purely game terms, the following Stable Disease Effects are offered. There could easily be other manifestations of Stable Disease. Additional effects should be carefully considered by the Zombie Master. It would be easy to develop Super Munchkin characters using Stable Disease.

- Life Sense: Quality, requires experience points to be expended to buy as a skill with a maximum level equal to the cast member or extra's Perception attribute. This Quality may be paid off in newly acquired Drawbacks.\*
- Light Sensitivity: sunlight and bright UV lights become painful to the individual, who gains the Drawbacks: Impaired Sense (Vision) worth 2 points (cannot see well) and Covetous (Darkness) worth 2 points (Simple Willpower Test for the individual to willingly move into well lit areas). The new Drawback Susceptibility (Sunlight) (see below) may be appropriate as well. In extreme cases, Light Sensitivity can be accompanied by Albinism. This results in additional Drawbacks of Appearance (-2, unusual) and Easy to Kill (see below).
- The individual's Strength is raised to 4 (or by 1 additional point if already 4 or higher, maximum of 7) due to the Ordog Organism colonies effects on his or her musculature. This increase must be paid off in experience points and/or newly acquired Drawbacks.\*

- Sustenance: Blood – The individual’s digestive system is simplified to the point that they cannot digest solid food. As blood may be replaced by other high protein liquids (including raw eggs, gelatins, non-human blood), this counts as a 3-point drawback.
- The individual’s nervous system is enhanced by colonies of the Ordog Organism, resulting in an increase in reaction speed. Dexterity is raised to 3 (or by 1 additional point if already 3 or higher, maximum of 7).

\*Newly acquired Drawbacks are most commonly:

- Adversary – Unaltered humans who have discovered that one of the Living Dead exists in their midst. Bounty hunters and survivors will try to destroy the individual.
- Attractiveness Drawback – The individual becomes pale and gaunt, resembling a corpse more than a living human, or becomes a complete albino with associated Drawbacks (Impaired Vision, frail health (maybe the inverse of Hard to Kill, etc.).
- Delusions – The individual may come to believe they are undead.
- Emotional Problems – The individual may come to believe they are going to become undead with no warning. Depression is most common.
- Paranoid – The individual becomes certain that others who do not have Stable Disease are going to try and injure or kill him or her.
- Recurring Nightmares – The individual begins to dream of drinking the blood of other humans. These dreams are not easy to distinguish from reality.

## The Inspired

The Inspired and the Gifted exist in the world of the Ordog Effect. Whether their abilities are manifestations of the supernatural, psychic abilities, or a latent ability to tap the quantum potential of space-time, is beside the point. Reality is in the mind of the beholder. One person’s answered prayer is another person’s coincidence is another person’s belief in the energy of sheer willpower.

Supernatural Qualities found in the Ordog Effect Deadworld are limited to the following abilities from the AFMBE roleplaying game:

- Blessing
- Divine Sight
- Strength of Ten
- Visions
- Prayers
- Accursed
- Gift
- Good/Bad Luck
- Increased Essence Pool
- Inspiration
- Old Soul

I also allow cross-over characters (Gifted and Lesser Gifted) from the WitchCraft roleplaying game (**also by Eden Studios – Check it out! You won’t be disappointed!**). The following WitchCraft Lesser Invocations are allowed:

- Affect the Psyche
- Blessing
- Cleansing
- Communion
- Consecration
- Insight

As you have no doubt noted, the above supernatural powers are limited in scope to powers that passively affect the user and others. These could be “real” supernatural powers, or could just be a result of a

person's strong belief in the power of magic or prayer. I'm not a fan of people running around shooting lightning bolts at the undead, but if that's your thing, go for it, says I.

### Alternate Character Points at Start of Play

If you choose to run a campaign in the Ordog Effect Deadworld, or any other post-Rise world for that matter, it is not unreasonable to expect that surviving humans will have learned a few new tricks between the Rise and the start of the campaign. To reflect this I recommend the following:

Character Point and Other Adjustments	Years Post-Rise
+ 10 experience points, Skill: Survival (Type) at level 1, +1 point of Emotional Problems or related Drawbacks*	1
+ 15 experience points, Skill: Survival (Type) at level 2, +2 points of Emotional Problems, Delusions, or related Drawbacks*	2
+ 20 experience points, Skill: Survival (Type) at level 3, 3 points of Emotional Problems, Delusions, or related Drawbacks*	3
+ 25 experience points, Skill: Survival (Type) at level 4, 4 points of Emotional Problems, Delusions, or related Drawbacks*	4

\*This allows the character to exceed the normal amount of Drawback points, but do NOT allow more points to purchase Qualities, Attribute Increases, Skills, etc. These Drawbacks just reflect the fact that endless months of hiding in near starvation takes a heavy mental toll on folks.

### New Qualities and Drawbacks

- **Bad Leg**, 1 point Drawback: Movement is reduced by ¼ due to an old injury.
- **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.
- **Susceptibility - 1-point per level Physical Drawback**: Some people are just inherently inferior at ignoring the bad things that occur in life. This ability causes the character to take extra damage or have reduced Survival Tests to fend off each Susceptibility. Each type of Susceptibility must be purchased separately. The level of Susceptibility is subtracted from the character's Constitution when resisting the effect(s) to which the character is Susceptible. Susceptibility to Disease may be due to age or disease. Susceptibility to Heat may be due to thyroid problems or vitamin deficiencies. Susceptibility to Sunlight would indicate the disease Xenopigmentosa, itself a genetic disease complex with multiple other deleterious effects on sufferers.
- **Habromania - 1 point Drawback**: The character finds humor in morbid situations that might even turn a zombie's stomach. This goes way beyond gallows humor. Characters with this drawback are the guys that giggle at children's funerals and limb reattachment surgeries. Keep them away from grieving survivors at all costs.
- **Asthma - 3 point drawback**: During periods of physical exertion or when subjected to high levels of allergens such as pollen, dust, and mold, the character will experience difficulty breathing. This lowers Endurance Points by half and reduces Speed to 1/4 normal. If treated by medication (albuterol, pseudoephedrine, steroids, etc.), this drawback is worth 1 point. Could also represent lung cancer or lung damage from radiation and/or other toxins.

- **Emotional Problem (Short Fuse)** - especially during times of stress, but at pretty much anytime, the character becomes VERY VERY angry and is subject to a scary version of the Reckless drawback. Characters with a short fuse tend to break a lot of things, including their hands from punching walls in frustration. A 3 point version of this drawback might be called Berserker. In this case, the character becomes so incensed at the sight of enemies, living or dead, that they will enter combat and never retreat or be subject to Fear Checks. This may seem pretty cool, but since most Deadworlds describe hordes of the undead, Berserkers typically don't last very long.
- **Berserker variant** - Take Emotional Problem (Berserker) and combine with Zealot or Obsession (Destroy the Living Dead). Throw in the Inspired Gift Strength of Ten. This is the guy you want to keep around when you really need someone to cover your retreat through the Lincoln Tunnel.
- **Emotional Problem (Survivor Guilt) - 2 point Drawback:** Irrational guilt over surviving when others have died in the same event is most often manifested as Endurance loss similar to that caused by the Recurring Nightmares drawback.
- **Emotional Problem (Flashbacks) - 3 point Drawback.** The Flashbacks are moments when traumatic memories override the conscious mind. Each day/night the character must make a Normal Willpower test to avoid having a flashback. The character must make a Difficult Willpower test to end the Flashback. During the Flashback, the character will reenact the memory while interacting with their actual environment. Allies may be seen as enemies and treated appropriately. Fortunately, all rolls made during the Flashback have a penalty of -2. Still, a lot of characters may get shot as zombies just for walking into the room and yawning (i.e. stagger into the room with jaw agape to devour the living).
- **Emotional Problem (Agoraphobia)** - this one is worth either 1 or 3 points. At 1 point, the character become extremely uncomfortable in situations in which they are not in control (i.e. the character may be able to fly a plane with complete confidence, but is terrified of flying when someone else is in the pilot seat; the character may climb cliffs without a second thought but is frightened of heights in man-made structures). The 3 point version of this drawback is much worse - the character is unable to leave their home or sanctuary without succeeding at a Difficult Willpower Test.
- **Animal Magnetism/Animal Hostility (Quality/Drawback):** This quality/drawback may be bought from levels 1 to 5, with each level providing a positive or negative modifier to the character's interactions with nonhuman, non-supernatural animals. A character with Animal Magnetism is able to elicit a more positive response from animals, while a character with Animal Hostility is likely to be either ignored (at best) or attracted (at worst) by animals. Note that this quality does NOT allow the character to communicate with animals. It represents an understanding (or lack thereof) of how to behave around animals in order to get better results when working with them.

### Appropriate Qualities and Drawbacks from Other AFMBE Books

- ***Fistful o' Zombies:***  
Fast as Hell, Number One with a Bullet, True Grit
- ***Pulp Zombies:***  
Danger Sense

### Adventure Seeds

- **The Trouble with Goblins**  
The cast members' community or group falls under attack by a pack of Goblins. Do they fight back? Fight to the death? Attempt to capture and rehabilitate the children? Unless extremely ruthless or demented, Allies, Dependents, and Extras will push for the capture/rehabilitate option. Great! Now all the cast members have to do is survive the night and find the Goblin lair in the morning. Then catch the lil' buggers.

**Evil Zombie Master Curveball:** The Goblins are under the influence of a Strain IV undead who has taught the Goblins to bring some of their victims back to the lair to provide it with living blood.

### **What's That Noise?**

The cast members come to realize they are being followed and observed by a Strain IV undead and its Strain IIIA minions. The Strain IV is curious to see how well the characters do and if they would serve as suitable replacements for its unreliable Strain IIIA servants.

### **My Bullets are Glowing!**

The cast members obtain a good deal on ammunition from a wandering trader. Unfortunately the bullets come from a supply bunker that was downwind from one or more nuclear explosions in the 2012 wargasm conducted by the remnants of the United States government.

Unless the cast members possess a Geiger counter, they may not be aware of the problem until one or more of them begins to get sick (nausea, hair loss, boils, etc.). They may well mistake radiation sickness for the Ordog Effect.

If they realize the bullets are a problem, do they just take their lumps and move on or do they track down the trader and demand a refund?

### **There's Something About Maryanne**

The cast members take in a lone survivor (either a giant warrior or a lovely helpful girl depending on the makeup of the cast) who has useful skills. Unfortunately, the extra is a Strain IV undead disguised as a living human. The intent of the Strain IV is multifold:

Protection from a band of Strain IV's (they're looking for the loner to settle some obscure and incomprehensible point of vampiric honor); and

Utilization of the cast members and extras as a food source.

The big question is how long it'll take the cast members to figure out something is wrong.

### **Press Gang!**

The cast members stumble onto a surviving military unit that is looking for new recruits. This may be good or bad. It could be a good opportunity for cast members to obtain better weapons and combat training. It could be that new recruits get all the dangerous jobs, the worst weapons, and the worst rations. Surviving "basic training" may involve raiding a local town for supplies. Unfortunately the town is infested by hundreds (or maybe thousands) of Strain I, IA and II undead. It has been some time since they've fed, so the undead are VERY thirsty. The undead will be suffering from varying stages of starvation, so maybe, just maybe, the cast members have a chance to succeed.

### **It's Not Just a Job, It's the Adventure**

A continuation of the adventure seed described above. The cast members (assuming they've survived their training) may be sent out to find other recruits. They may also end up on garrison duty at the abandoned armory near the center of a small city, forced to hold off hordes of howling Strain I, IA, II, III and IIIA undead until relieved. Even if the relief arrives in time, there's the problem of adequate transportation. Better hope there's a good mechanic in the group!

### **Lo, the Messiah Is Come!**

The cast members come across the path of a huge group of survivors moving by whatever means they can. They are following the trail of a person said to possess mystical powers and who can cure the Ordog Effect.

Version 1: All is as it seems, but the Messiah is at best an Inspired extra who can make people feel better about themselves. The message is one of peace, cooperation, and love.

Version 2: The Messiah is a Strain IV undead who is accumulating a herd of living humans to procure a steady and reliable source of blood that can be bartered to other Strain IV undead.

Version 3: The Messiah is a maniac bent on destroying the Undead at any cost. This individual is willing to sacrifice everyone, including his- or herself in this Holy War. They'll eventually accumulate a

thousand or so followers and kill thousands more Strain I, IA and II undead, but they won't be able to make a dent in the local population of undead.

- **The New Sheriff???**

The cast members find a small community who has been left leaderless in the aftermath of the latest raid by Neo-Vikings from the next village over. These are decent folk who are in desperate need of experienced warriors and leaders. They can provide limited supplies of most types of ammunition and even have a few guns to spare if one or more of the cast members will organize an effective defense and/or organize a retaliatory raid on the Neo-Vikings.

This is a good opportunity for the cast members to find a safe haven from which to operate. It is a good opportunity for control freaks to find followers. Unless the cast member(s) become unduly despotic, the settlement will support them completely as long as they continue to protect and serve. They'll even give silver badges to the valiant cast members.

- **Fool Me Once, Shame on You. Fool Me Twice and Die, Motherf\*\*ker!**

This works best as a continuation of the Adventure Seed described above. Several folks from the community have gone missing while picking berries or catching fish or something like that. They have been abducted by a particularly bright pack of Strain IIIA undead. Each one will be injured enough to make a lot of noise in order to attract a rescue party. The rescue party will be followed by the Strain IIIA pack and attacked at the earliest opportunity. They'll try to pick off point men and stragglers, but if that doesn't work, the pack will attack in force. Whether or not the rescue is successful, within a night or two another captive will be injured as bait for a new round of attacks. Once the number of rescuers appears to be depleted, the Strain IIIA pack will attract other Strain III and IIIA under from the surrounding area and attack the settlement in force.

- **You Want a WHAT???**

The cast members, all having taken up residence in the Galveston Safe Zone as Navy recruits or civilians in Gulf City are rounded up for various crimes. Quite possibly their only crime was a failure to bribe the right officials at the right time. They are taken before a Court Martial with a group of 15 other "convicts" and summarily sentenced to Requisition Detail. Their assigned task is to return with at least ten computer motherboards each. Each member of the Requisition Detail is issued a 4' wrecking bar and a large rucksack at the front gate, and a bright fluorescent red "RD" is spray painted on the backs of their shirts. Then they are forced out at gunpoint (have an extra or two get shot to motivate the cast members if necessary). This may become a small campaign in itself. The cast members' immediate goal is to break through the hundred or so undead within three blocks of the outer edge of the dead zone. After that, use your imagination.

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# THE ORDOG EFFECT

## an AFMBE WORLD IN HELL

### UPDATE #2: Defining the Dead and Other Adversaries

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

*The astute reader may notice discrepancies between the undead created by the Ordog Effect presented in this update when compared to "The Ordog Effect" Deadworld description and Update #1. This update provides more current descriptions and gaming information on the undead and Goblins. Some information herein is identical to information in Update #1. Use of "Coffee Break of the Living Dead" (in the Zombie Master's Screen) and "Atlas of the Walking Dead", both by Eden Studios, is recommended.*

## The Dead

### Ordog Undead Characteristics

#### What Everyone Knows:

1. The dead attack the living to drink their blood. (True)
2. The dead are afraid of the sun and other bright lights. (True)
3. The dead can smell living people from miles away. (False, well, exaggerated at least.)
4. The dead can see in the dark. (True)
5. The dead are easy to identify because they are pale or albino or look like walking corpses. (True)
6. The living dead have fangs, so they are Vampires. (True/False)
7. Only humans can come back from the dead. (False)

#### Zombie Master Information – UPDATED:

8. As long as the **central nervous system** remains intact, the corpse will attempt to seek out and devour the living. The undead will attack any warm-blooded animal, with humans being their preferred prey. The undead will consume the blood of their victims until the victim has died and the corpse cools to ambient temperature. At that point, the undead will cease feeding and move away in search of new victims.
9. One characteristic is apparent among all strains and types of Ordog undead: avoidance of sunlight or bright lights in the ultraviolet range. Sunlight and UV lights do not damage the undead in any obvious way, but **all attributes of the undead are reduced by 1 in sunlight and bright artificial light** (Zombie power **Night Stalker**, described in Atlas of the Walking Dead, Eden Studios, 2003). During daylight hours, in the absence of obvious living human prey, cities that have fallen to the walking dead appear to be deserted. Zombie Masters should also note that all strains of Ordog undead *will* pursue living prey into direct sunlight, bright UV lights, and even burning buildings in their quest for blood.

When exposed to direct sunlight, the undead can be observed to try and avoid moving through areas without overhead cover. If they must move into bright light or direct sunlight (crossing a

street, for example) the undead can be observed to occasionally glance overhead and cringe. This is a leftover autonomic response that has no real effect in game terms, although it is possible cast members or extras may believe it does.

Of more immediate impact to most characters, the undead tend to seek cover during daylight hours if they are not actively pursuing living humans (i.e. they will continue an assault or pursuit that was begun during the night, but are not likely to initiate new ones unless suffering from Starvation as described in the AFMBE rulebook).

In darkened environments and after nightfall, Ordog undead are much more aggressive regardless of their Strain.

10. The Life Sense of the undead is based on their increased reliance on primitive senses located in the reptilian cortex of the brain. In other words, they are attracted to human pheromones and other related odors, and to the heated carbon dioxide exhaled by warm-blooded mammals. Range is measured in yards rather than miles, however. Some of the undead use other means to ferret out living humans. Strain IIIA and IV undead in particular may look for signs of living humans including evidence of farming, repair of damaged buildings, clouds of flies attracted to latrines, etc.
11. All Ordog undead eventually lose pigmentation in their hair and skin (the Ordog organism does not maintain production of melanin or other pigments), though this may not be readily apparent. Stage IIIA and IV Ordog undead may disguise themselves with makeup. All strains may simply be covered in filth and grim, dried blood, etc. to the point that their lack of pigmentation is not easy to notice. **Transition to albinism takes place gradually over a three to four week period.**
12. The Ordog Effect does not change the teeth of those individuals who are reanimated by most strains. The vast majority of stories of fanged blood drinkers are probably due to the fact that Ordog undead in their frantic quest for blood, will lap up blood from the ground or streets. When the blood is gone, they may spend time chewing on the ground or pavement, not realizing the blood came originally from the now-bloodless corpse nearby. This eventually chips and splinters the undeads' teeth into shards of enamel, giving them the appearance of having fangs.

Strain III, IIIA and IV undead *do* develop fangs, however. The colonies of the Ordog organism infesting their bodies are capable of modifying the body to allow for more efficient predation. This is more fully described in the specific sections for each Ordog strain.

13. Apes of the Family Pongidae (the great apes: chimpanzees, gorillas, gibbons and orangutans) can indeed be reanimated into Stage I, IA, II, III, and IIIA undead. However, these living dead apes are so rare as to be completely unknown to virtually all living survivors.

## Sample Undead Gorilla (Stage I Undead)

Weak Spot	Brain, Spine Dead Points 15
Weight	Dead Weight (see Atlas of the Walking Dead)
Getting Around	The Quick Dead*
Strength	Monstrous Strength Damage Resistant Iron Grip Claws Teeth Hug of Death
Senses	Like the Dead Life Sense (10 yards) Night Vision
Sustenance	Blood***, Weekly
Intelligence	Animal Cunning Long Term Memory
Spreading the Love	One Bite and You're Hooked
Special Zombie Features**	Dr. Doolittle Night Stalker (Level 2) Rage Stealthy
Power	65
Str 7 Dex 3 Con 2 Int 2** Per 1 Wil 2 Spd 18* Essence 11 Skills: Brawling 2; Attack: Bite D4X2 slashing	

\*Walks/runs on all fours.

\*\*A few percent of all Stage I, IA, II, III and IIIA undead have one or more of the following Special Zombie Features: Diseased Corpse (Power + 2), Noxious Odor (Power + 5), and/or Explosive Personality (Power +2/+5).

\*\*\*Ordog undead attack their victims to obtain blood, but since the human jaw and dentition is not designed for anything other than biting, many living humans believe the undead are cannibalistic flesh eaters. Very few people have managed to get close enough to feeding undead to find out this largely meaningless bit of trivia.

## Ordog Zombie Strains

### Undead Strain Descriptions and Details - UPDATED

#### Strain I, IA and II Undead (Fresh/Recently reanimated)

Weak Spot	Brain, Spine Dead Points 15
Weight	Life-Like
Getting Around	Life Like
Strength	Dead Joe Average
Senses	Like the Dead Life Sense (10 yards) Night Vision
Sustenance	Blood*, Weekly
Intelligence	Tool Use (Level 1) Animal Cunning Long Term Memory**
Spreading the Love	One Bite and You're Hooked
Special Zombie Features***	Dr. Doolittle Night Stalker (Level 2) Rage Stealthy
Power	27
Str 2 Dex 2 Con 2 Int 2** Per 1 Wil 2 Spd 4 Essence 11 Skills: Brawling 2; Attack: Bite D4X2 slashing	

\*Ordog undead attack their victims to obtain blood, but since the human jaw and dentition is not designed for anything other than biting, many living humans believe the undead are cannibalistic flesh eaters. Very few people have managed to get close enough to feeding undead to find out this largely meaningless bit of trivia.

\*\*Ordog undead tend to imitate activities in which they were often engaged while alive when there are no living humans or other mammals around to attract their attention.

\*\*\*A few percent of all Stage I, IA, II, III and IIIA undead have one or more of the following Special Zombie Features: Diseased Corpse (Power + 2), Noxious Odor (Power + 5), and/or Explosive Personality (Power +2/+5).

**Strain I, IA and II Undead (after decomposition has set in)**

Weak Spot	Brain Spine Dead Points 15
Weight	Life-Like
Getting Around	Slow and Steady
Strength	Ninety-Pound Weakling
Senses	Like the Dead Life Sense (10 yards) Night Vision
Sustenance	Blood*, Weekly
Intelligence	Tool Use (Level 1) Animal Cunning Long Term Memory**
Spreading the Love	One Bite and You're Hooked
Special Zombie Features***	Dr. Doolittle Night Stalker (Level 2) Rage Stealthy
Power	20
Str 1 Dex 1 Con 2 Int -2 Per 1 Wil 2 Spd 2 Skills: Brawling 1, Attack: Bite D4X2 slashing	

\*Ordog undead attack their victims to obtain blood, but since the human jaw and dentition is not designed for anything other than biting, many living humans believe the undead are cannibalistic flesh eaters. Very few people have managed to get close enough to feeding undead to find out this largely meaningless bit of trivia.

\*\*Ordog undead tend to imitate activities in which they were often engaged while alive when there are no living humans or other mammals around to attract their attention.

\*\*\*A few percent of all Stage I, IA, II, III and IIIA undead have one or more of the following Special Zombie Features: Diseased Corpse (Power + 2), Noxious Odor (Power + 5), and/or Explosive Personality (Power +2/+5).

**Strain III Undead (Slang: Vampires, Blood Suckers)**

Weak Spot	Brain Spine Dead Points 15
Weight	Life-Like
Getting Around	Life Like to The Quick Dead
Strength	Dead Joe Average to Strong Like Bull Teeth
Senses	Like the Dead Life Sense (30 yards) Night Vision
Sustenance	Blood****, Weekly
Intelligence	Tool Use (Level 1 to 2) Animal Cunning Long Term Memory** Language Teamwork Problem Solving
Spreading the Love	Only the Dead
Special Zombie Features***	Dr. Doolittle Night Stalker (Level 2)* Rage Stealthy No Pain
Power	54 to 68+
Str 2 or 4 Dex 2 Con 2 Int 2** Per 3 Wil 2 Spd 4 Skills: Brawling 4, Stealth 3, Tracking 2; Attack: Bite D4X2 slashing (or 6/Turn)	

\*Stage III and IIIA zombies avoid sunlight and bright light whenever and wherever possible. This may involve staying indoors, moving through the shadows of buildings, or wearing hats or blankets or other coverings in the case of Strain IIIA and IIIB undead.

\*\*Ordog undead tend to imitate activities in which they were often engaged while alive when there are no living humans or other mammals around to attract their attention. In the case of Strain IIIA and IIIB undead, they may actually engage in activities with which they were familiar before death.

\*\*\* A few percent of all Stage I, IA, II, III and IIIA undead have one or more of the following Special Zombie Features: Diseased Corpse (Power + 2), Noxious Odor (Power + 5), and/or Explosive Personality (Power +2/+5).

\*\*\*\*Ordog undead attack their victims to obtain blood, but since the human jaw and dentition is not designed for anything other than biting, many living humans believe the undead are cannibalistic flesh eaters. Very few people have managed to get close enough to feeding undead to find out this largely meaningless bit of trivia.

### Strain IV Undead (Vampires, Draculas, Dracs)

Weak Spot	Brain Spine Dead Points 15
Weight	Life-Like
Getting Around	Life Like to The Quick Dead
Strength	Dead Joe Average to Strong Like Bull Teeth
Senses	Like a Hawk Life Sense (30 yards) Night Vision
Sustenance	Blood****, Weekly
Intelligence*	Tool Use (Level 3) Animal Cunning (level 2) Long Term Memory Language Teamwork Problem Solving
Spreading the Love	One Bite and You're Hooked*** Only the Dead***
Special Zombie Features	Regeneration (Level 1) Seal the Dead** Raise the Dead** Night Stalker (Level 2) Rage Stealthy No Pain
Power	At least 53 to 75+
Str 2 or 4 Dex 2 to 3 Con 2 Int 2** Per 3 Wil 2 Spd 4 to 18 Skills: Brawling 4, Stealth 3, Tracking 2; Attack: Bite D4X2 slashing (or 6/Turn)	

\*For all intents and purposes, Stage IV undead have fully functional human intelligence. Emotional functioning and sanity are another issue altogether.

\*\*See "Dawn of the Zombie Lords", AFMBE rulebook.

\*\*\*Strain IV undead are a result of drastically accelerated Stable Disease progression coupled with genetic abnormalities in the immune system of infected individuals.

\*\*\*\* Ordog undead attack their victims to obtain blood, but since the human jaw and dentition is not designed for anything other than biting, many living humans believe the undead are cannibalistic flesh eaters. Very few people have managed to get close enough to feeding undead to find out this largely meaningless bit of trivia.

## The New Lords of the Earth - Strain V Undead (Vampires)

Weak Spot	Brain, Spine (Dead Points 15)
Weight	Life-Like
Getting Around	The Quick Dead Leaping The Lunge Aquatic Climbing
Strength	Monstrous Strength Damage Resistance Iron Grip Claws Teeth
Senses	Like Nothing You've Ever Seen Life Sense (60 yards) Night Vision
Sustenance	Blood, Weekly
Intelligence*	Tool Use (Level 3) Animal Cunning (level 2) Long Term Memory Language Teamwork Problem Solving
Spreading the Love	Only the Dead
Special Zombie Features	Regeneration (level 2) Manipulation*** Seal the Dead Raise the Dead Dr. Doolittle Night Stalker (Level 2) Rage Stealthy No Pain
Power	At least 110+
Str 7 Dex 3 Con 4 Int 4** Per 6 Wil 5 Spd 18 Essence 13+	
Skills**: Brawling 4, Stealth 3, Tracking 2; Attack: Bite D4X2 slashing	

\*For all intents and purposes, Stage V Ordog zombies have fully functional human intelligence. Emotional functioning and sanity are another issue altogether.

\*\*Skills will resemble those of a Survivor Cast Member, but knowledge may be outdated.

\*\*\***Manipulation: New Ability:** This represents centuries worth of experience in deal with, anticipating, and manipulating the behavior of living humans. It is the basis for the legends of vampiric mind control and shape shifting. When a Strain V Ordog undead uses Manipulation, a living human has to make a Difficult Willpower test at -4 in order to resist doing what the undead asks, including forgetting that anything happened. Effects can include implanting false memories, compelling the target to reveal anything/everything they know, compelling the target to carry out the commands of the undead even if they conflict with the target's basic sense of right and wrong (the undead is just tapping into that pool of wickedness that exists inside every person's mind), etc.

## The Living

### Stable Disease

Stable Disease is a new phenomenon that has appeared since the advent of the Ordog Effect. It describes the stabilization of Ordog organism colonies in a living human, resulting in a mutually beneficial symbiosis in some cases, and changes to the living human's physiology in all cases.

Stable Disease manifests itself gradually, purely at the discretion of the Zombie Master. Allowing cast members to have Stable Disease is purely the discretion of the Zombie Master. In purely game terms, the following Stable Disease Effects are offered. There could easily be other manifestations of Stable Disease. Additional effects should be carefully considered by the Zombie Master. It would be easy to develop Super Munchkin characters using Stable Disease.

- Life Sense: Quality, requires experience points to be expended to buy as a skill with a maximum level equal to the cast member or extra's Perception attribute. This Quality may be paid off in newly acquired Drawbacks.\*
- Night Vision: as described in Atlas of the Walking Dead
- Night Stalker (Level 2): sunlight and bright UV lights become painful to the individual, who gains the Drawbacks: Impaired Sense (Vision) worth 2 points (cannot see well) and Covetous (Darkness) worth 2 points (Simple Willpower Test for the individual to willingly move into well-lit areas). The new Drawback Susceptibility (Sunlight) (see below) may be appropriate as well. In extreme cases, Light Sensitivity can be accompanied by Albinism. This results in additional Drawbacks of Appearance (-2, unusual) and Easy to Kill (see below).
- The individual's Strength is raised to 4 (or by 1 additional point if already 4 or higher, maximum of 7) due to the Ordog Organism colonies effects on his or her musculature. This increase must be paid off in experience points and/or newly acquired Drawbacks.\*
- Sustenance: Blood – The individual's digestive system is simplified to the point that they cannot digest solid food. As blood may be replaced by other high protein liquids (including raw eggs, gelatins, non-human blood), this counts as a 3-point drawback.
- Teeth – as the Zombie power of the same name.
- The individual's nervous system is enhanced by colonies of the Ordog Organism, resulting in an increase in reaction speed. Dexterity is raised to 3 (or by 1 additional point if already 3 or higher, maximum of 7).
- Emotional Instability – described in Atlas of the Walking Dead.
- No Pain – described in Atlas of the Walking Dead.
- Rage – described in Atlas of the Walking Dead.

\*Newly acquired Drawbacks are most commonly:

- Adversary – Unaltered humans who have discovered that one of the Living Dead exists in their midst. Bounty hunters and survivors will try to destroy the individual.
- Attractiveness Drawback – The individual becomes pale and gaunt, resembling a corpse more than a living human, or becomes a complete albino with associated Drawbacks (Impaired Vision, frail health (maybe the inverse of Hard to Kill, etc.).
- Delusions – The individual may come to believe they are undead.
- Emotional Problems – The individual may come to believe they are going to become undead with no warning. Depression is most common.
- Paranoid – The individual becomes certain that others who do not have Stable Disease are going to try and injure or kill him or her.
- Recurring Nightmares – The individual begins to dream of drinking the blood of other humans. These dreams are not easy to distinguish from reality.

## Sample Individual with Stable Disease

<p><b>Norm (Experienced, 3 years Post-Rise*)</b></p> <p><b>Attributes</b>          Str: 2          Dex: 4          Con: 2          Int: 2          Per: 3          Wil: 3</p> <p><b>Qualities:</b>          Fast Reflexes 2          Hard to Kill 3          Night Vision (30 yards)</p> <p><b>Drawbacks:</b>          Night Stalker 4          Attractiveness 2 (unnaturally gaunt, pale)          Recurring Nightmares 1          Emotional Problem (Depression) 2</p> <p><b>Skills:</b>          Drive (Motorcycle): 3          Hand weapon (Club) 3          Brawling 3          Unconventional Medicine 2          Stealth 3          Gun (Crossbow) 3          Notice 3          Hand Weapon (knife) 3          Mechanic 2          Survival (Prairie) 5</p>	<p><b>Gear:</b>          Motorcycle, hand weapon, crossbow with 4D6 bolts in quiver, 1D6 knives of various sizes, camping and survival gear, dark sunglasses, large overcoat, broad-brim hat</p> <p><b>Personality:</b> "Just relax. I ain't dead. Not yet, at least. Keep your hands where I can see 'em or I'll put a bolt through you just because I'm too tired to f**k with you.</p> <p>Guess I'm sick. Cancer or somethin' like that. Can't keep weight on anymore, and can't stand to be out in the sun too long. Tired...so tired...HEY! I said keep your hands where I can see 'em!</p> <p>What's in that pack, friend? Got any medicine? No? Well, let's have a look anyways."</p> <p><b>Quote:</b> "Turn off those damn lights!"</p> <p>*Post-Rise modifications are discussed in Update #1.</p>
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### Goblins

In the world of the Ordog Effect, abandoned and orphaned children are growing up as feral and barbaric savages. Older survivors call these child-tribes "Goblins". Goblins are the most fierce and unrestrained warriors on the North American continent. Many Goblin tribes have little or no language depending on the age at which the oldest children in each group were left to fend for themselves. Most have more in common with animals than with adult humans after the long years of surviving the Ordog Effect on their own: adult humans are just another enemy – or another type of prey easier to kill than the pale blood-drinkers. Given time they will grow into truly terrible predators with greater strength and better hunting skills. And they will eventually reproduce, growing in number and rivaling the undead for domination of the continent.

They attack under cover of darkness with clubs, knives, and rocks, their shrill squeals and shrieks of bloodthirsty anticipation echoing through the countryside. Most adult survivors make the mistake of not fighting back until it is too late. The undead aren't the only beings on the continent who will eat you alive.

Goblin packs typically number around one or two dozen in number (roll 6D6 for actual number of members).

## Typical Goblin Archetype Norm (Experienced)

<p><b>Attributes</b> Str: 1 Dex: 4 Con: 3 Int: 2 Per: 3 Wil: 2</p> <p><b>Secondary Attributes</b> Life Points: 38 Endurance Points: 23 Speed: 14 Essence: 14</p> <p><b>Qualities:</b> Fast Reflexes 2 Situational Awareness 2 Resistance (Disease) 4 Hard to Kill 4</p> <p><b>Drawbacks:</b> Cruel 3 Reckless 2 Status 3 (cannibalistic savages) Weird Delusions (various) 2</p>	<p><b>Skills:</b> Tracking 3 Hand weapon (club) 3 Hand weapon (knife) 2 Thrown weapon (rock) 3 Notice 3 Running (Dash) 4 Brawling 2 Climbing 2 Surveillance 3 Stealth 3 Dodge 3 Survival (Local Area) 4</p> <p><b>Gear:</b> Filthy tattered rags and skins (clothing), club (wood or steel pipe), knife (broken glass with cloth-wrapped handle), sack with dried meat and other odds and ends</p> <p><b>Personality:</b> *Run. Hide. Sneak. Wait. Wait. ATTACK!*</p> <p><b>Quote:</b> "Ha-beh-beh-beh-beh! *snarl* Shhhh! Eeee-go. Eeee-go. Heeheehee!"</p> <p><b>Note:</b> Archetype is adjusted for 3-years post-Rise per Ordog Effect #1.</p>
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### Disclaimers, Inspirations, Dedication, and Other Ramblings

**Yes. yes, I know there is foul language and scary ideas in this GAME setting. If this bothers you, just repeat to yourself “this is not real, this is not real”. 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.**

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Excerpts from “Tank” and “Block Party” (WD Robertson, © 1999 or thereabouts, posted on [www.homepageofthedead.com](http://www.homepageofthedead.com))

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**And don't miss these groovy inspirational movies and books:**

- **Dawn of the Dead (book and the movie)** (isolated enclave invaded by bandits)
- Day of the Dead (isolated enclave destroyed by internal conflict)
- Night of the Living Dead (Tom Savini's remake) (how to screw up)
- Children Shouldn't Play with Dead Things (how NOT to prepare)
- Zombi (just...funky-cool)
- The Road Warrior (aka Mad Max 2) (nomads against enclave and crazed loner)
- Easy Rider (heck, any biker flick from the 1960s and 1970s)
- The Postman (book, not the movie)
- Reign of Fire (cool survival enclaves and conflict with nomadic militants)
- Escape from New York (book and the movie)
- Mad Max Beyond Thunderdome (book and the movie)
- Wetwork (book)
- Book of the Dead and Book of the Dead 2: Still Dead (books, obviously)
- I am Legend (book), less cool movie versions (Last Man on Earth, Omega Man)

**Dedicated to my own "Dawn", Elizabeth Dawn. She likes zombie and Godzilla movies and survival horror gaming. She even lets me buy swords and guns and lets me run around Renn Fairs dressed like a Wild Gaelic Chieftain in animal skins, saffron leine and belted plaid. What more could a guy ask for?**

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